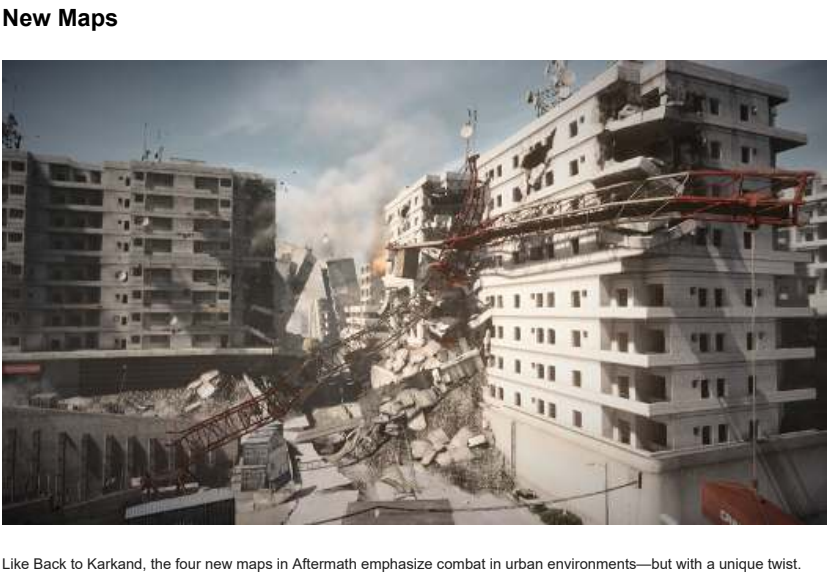
Aftermath Primer

Aftermath Primer

What's New?

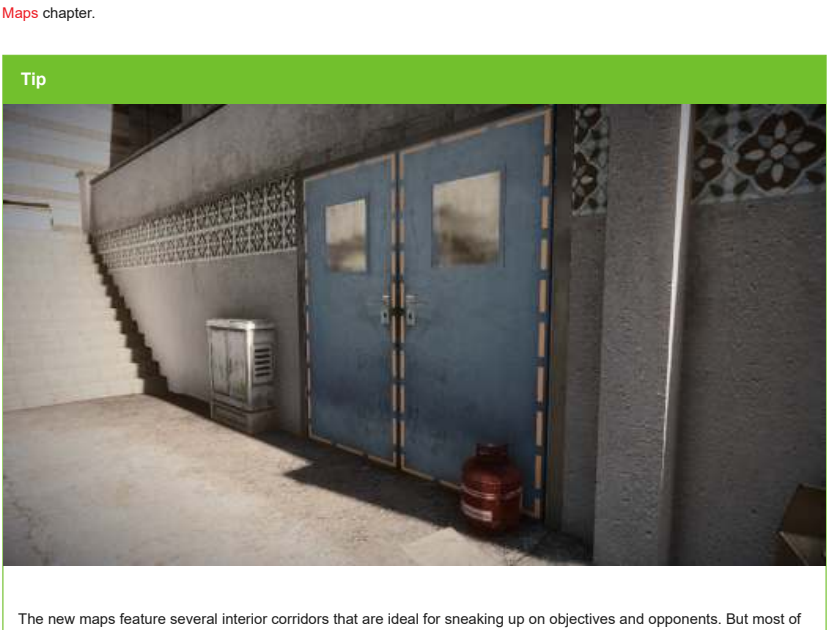
The Battlefield 3: Aftermath expansion pack takes place immediately following the devastating earthquake featured at the end of Operation Swordbreaker in the single-player campaign. Fighting amongst the devastation in this urban combat setting tests players in new ways, and offers plenty of opportunity for vertical gameplay. Damaged buildings create slopes to climb and cracked streets become trenches to take cover in. The earthquake has also damaged vehicles and weapons for both fighting forces, which has inspired a number of unique features in the expansion pack and changes how the game looks, feels, and plays.

New Maps



Like Back to Karkand, the four new maps in Aftermath emphasize combat in urban environments—but with a unique twist. The earthquake has completely devastated these once densely populated city centers, leaving crumbled buildings and rippled streets. So in addition to fighting pitched battles in a dangerous urban settings, soldiers must also adapt to the challenging, rubble-filled terrain before them. And in the case of the Epicenter map, the seismic activity hasn't subsided, resulting in unsettling aftershocks—engaging opponents while the ground is shaking adds an entirely new intensity to the Battlefield experience. Each new map and its supported game modes are covered in extreme detail within the Multiplayer Maps chapter.

Tip



The new maps feature several interior corridors that are ideal for sneaking up on objectives and opponents. But most of these shortcuts are blocked by blue double doors. Stand back and shoot the small red gas tank next to the doors to trigger an explosion. The blast destroys the doors and opens a new path.

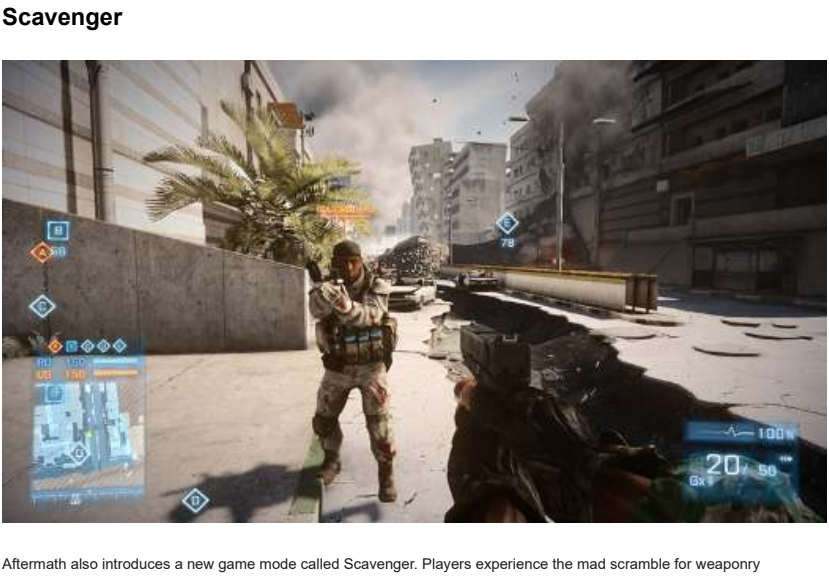
Crossbow (AKA Xbow)

This improvised weapon, cleverly fashioned from an M4 carbine and other scavenged parts, is by far one of the most exciting features in Aftermath. With it, you can silently eliminate opponents with a variety of unique bolts. Despite their lethal capabilities, the new Xbow and Xbow Scoped are classified as gadgets and do not occupy your soldier's primary or sidearm weapon slot. While this expands your offensive options, it also means leaving behind gadgets like the medic kit and ammo box. But the power and versatility offered by these silent, single-shot weapons is a worthwhile trade-off once you get the hang of slinging bolts at unsuspecting opponents. For more information on the Xbow, Xbow Scoped, and the bolts they use, flip ahead to the Weapons and Vehicles chapter.

Modified Light Vehicles

Due to interrupted supply lines that are a result of the earthquake, engineers on both sides of the conflict have been forced to improvise. They have utilized scrap metal and other materials to modify existing vehicles for combat. Such ingenuity has led to the creation of the Rhino, Phoenix, and Barsuk. The Rhino is a civilian van equipped with extra armor and a heavy machine gun turret mounted on the roof, which makes it a formidable battle wagon and troop transport. The existing HMMWV and Vodnik have also been modified to create the Phoenix and Barsuk. These two customized light vehicles are equipped with heavy machine guns as well as devastating fully-automatic grenade launchers. The earthquake-ravaged environments aren't easy to traverse in a vehicle, so be mindful of damaged streets, sinkholes, and debris while racing through each map. Also, don't let the makeshift barricades found in many neighborhoods stop you—vehicles can crash or blast their way through these flimsy obstacles.

Scavenger



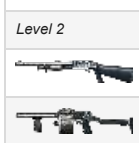
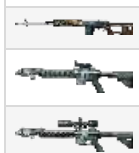
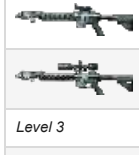
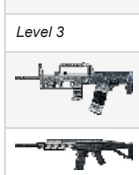
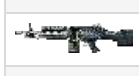
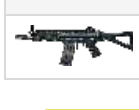
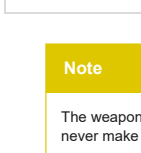
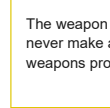
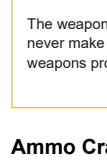
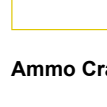
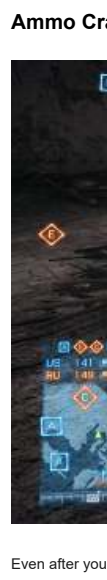
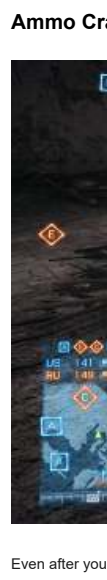
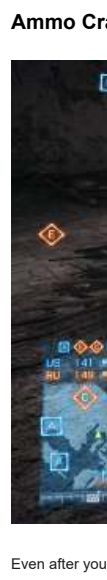
Aftermath also introduces a new game mode called Scavenger. Players experience the mad scramble for weaponry immediately following the earthquake. This infantry-only mode plays like a miniature version of Conquest, with five flags on each map serving as control points. As in Conquest, the goal in Scavenger mode is to capture and hold a majority of the flags (three or more) to initiate a drain on the opposing team's ticket count. The team whose ticket count is reduced to zero loses the match. But in addition to capturing and defending flags, all players face a unique challenge: At the start of each Scavenger match, all players are equipped with only a pistol and a grenade. The pistol is the only piece of equipment you can choose for your soldier during this mode—you can select any pistol you've already unlocked. All troop kit-based gadgets are unavailable, essentially making all classes equal. In addition to selecting your pistol you can also choose one soldier specialization, which functions normally. However, in this mode, the Ammo specialization does not give you more ammo when you spawn in. Instead, the Ammo specialization will grant you more ammo when interacting with the map's ammo crate. We'll reveal more on this later.

Weapons

LEVEL 3
HOLD [E] TO PICKUP PKP PECHENEG

Fortunately, players don't have to fight these battles with just pistols and grenades. Primary weapons are scattered across each map in predetermined locations called weapon spawners. There are three different levels of weapon spawners and each one produces a different type of weapon. Level 1 weapon spawners are the most common; they produce fast-firing, close-range PDWs. PDWs are a step up from the pistol you begin the match with, but you'll probably want to find something with a bit more range and damage output. The level 2 weapon spawners produce sniper rifles and shotguns, adding more lethality to your arsenal. But for the greatest versatility, seek out level 3 weapon spawners to gain access to carbines, assault rifles, and light machine guns. Level 3 weapon spawners are the most rare and usually are located in high-traffic areas of the map, often near flags. So before rushing toward one of these weapon spawners, make sure the surrounding area is clear of threats—it's not uncommon for opponents to camp these spots. To pick up a weapon produced by a weapon spawner, stand next to it and press the button/key shown on-screen. (This is just like picking-up a kit dropped by fallen players in other modes.) If you're quick, you can grab these weapons while on the move.

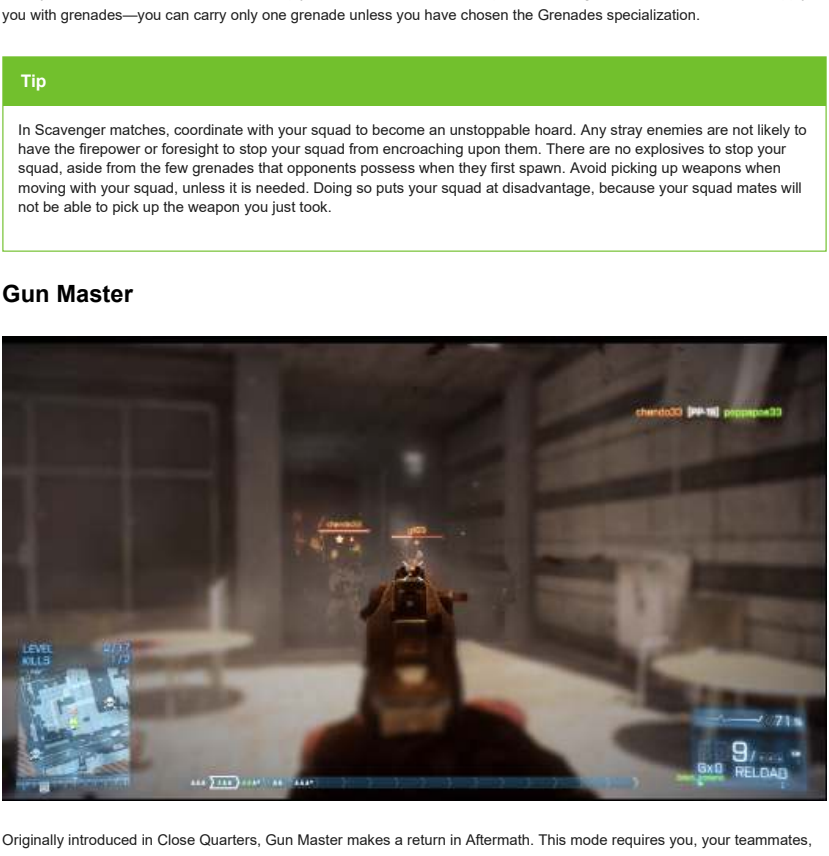
Scavenger Mode Weapons

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
Level 1					
	AS VAL	42	—	—	—
	M5K	42	—	—	—
	MP7	42	—	—	—
	P90	51	—	—	—
	PDW-R	42	—	—	—
	PP-19	55	—	—	—
	PP-2000	42	—	—	—
	UMP-45	52	—	—	—
Level 2					
	870MCS	15	Reflex (RDS)	—	Laser Sight
	DAO-12	16	KOBRA (RDS)	—	Laser Sight
	M1014	15	Holographic (HOLO)	—	Laser Sight
	M98B	12	ACOG (4x)	Straight Pull Bolt	Laser Sight
	MK11 MOD 0	12	Reflex (RDS)	Foregrip	Suppressor
	MKA3A1	16	Reflex (RDS)	—	Laser Sight
	SPAS-12	15	Reflex (RDS)	—	Laser Sight
	SVD	22	ACOG (4x)	Foregrip	Laser Sight
	Xbow	10	KOBRA (RDS)	—	—
	Xbow Scoped	10	PKS-07 (7x)	—	—
Level 3					
	A-91	62	KOBRA (RDS)	Foregrip	Laser Sight
	ACW-R	54	Reflex (RDS)	Foregrip	Laser Sight
	AK-74M	62	KOBRA (RDS)	Foregrip	Heavy Barrel
	AKS-74u	62	KOBRA (RDS)	Foregrip	Laser Sight
	G36C	62	Holographic (HOLO)	Foregrip	Heavy Barrel
	G3A3	42	ACOG (4x)	Foregrip	Heavy Barrel
	G53	62	Reflex (RDS)	Suppressor	Heavy Barrel
	M249	100	ACOG (4x)	Bipod	Laser Sight
	MTAR-21	62	Reflex (RDS)	Foregrip	Laser Sight
	PKP PECHENEG	100	KOBRA (RDS)	Bipod	Laser Sight
	QBZ-95B	62	Holographic (HOLO)	Foregrip	Laser Sight
	SCAR-H	42	Reflex (RDS)	Foregrip	Laser Sight
	SCAR-L	62	Holographic (HOLO)	Foregrip	Laser Sight
	SG553	62	Holographic (HOLO)	Foregrip	Heavy Barrel

Note

The weapon spawners generate weapons randomly, in no particular order. It's entirely possible for certain weapons to never make an appearance during a match. So instead of waiting for a specific weapon to appear, make the most of the weapons provided.

Ammo Crates

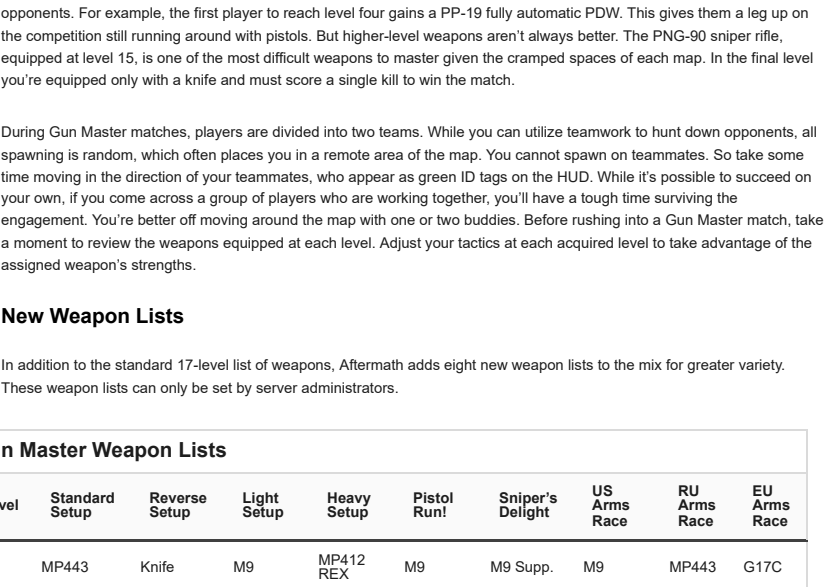


Even after you pick up a primary weapon, you usually have no more than two magazines. Given the scarcity of ammo, you'll need to pick up new weapons often. However, if you really like the weapon you currently have, there is one way to replenish your ammo. There is only one ammo crate on each map, and it's usually positioned in a dangerous high-traffic area. These crates are sometimes difficult to find because they do not appear on the minimap—but you can find them on our Scavenger mode maps in this guide. So once you learn the location of the ammo crate, memorize it and return often to keep your hungry weapon well fed. Like level 3 weapon spawners, ammo crates draw plenty of attention, so be aware of campers posted nearby. To interact with an ammo crate, simply stand in front of it to stock up on fresh magazines. Ammo crates also supply you with grenades—you can carry only one grenade unless you have chosen the Grenades specialization.

Tip

In Scavenger matches, coordinate with your squad to become an unstoppable hoard. Any stray enemies are not likely to have the firepower or foresight to stop your squad from encroaching upon them. There are no explosives to stop your squad, aside from the few grenades that opponents possess when they first spawn. Avoid picking up weapons when moving with your squad, unless it is needed. Doing so puts your squad at disadvantage, because your squad mates will not be able to pick up the weapon you just took.

Gun Master



Originally introduced in Close Quarters, Gun Master makes a return in Aftermath. This mode requires you, your teammates, and opponents to progress through several levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back a level. In the standard variant of this mode, every player begins at level one, equipped with a MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with a particular weapon a significant advantage over their opponents. For example, the first player to reach level four gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at level 15, is one of the most difficult weapons to master given the cramped spaces of each map. In the final level you're equipped only with a knife and must score a single kill to win the match.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, which often places you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, who appear as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players who are working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, take a moment to review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

New Weapon Lists

In addition to the standard 17-level list of weapons, Aftermath adds eight new weapon lists to the mix for greater variety. These weapon lists can only be set by server administrators.

Gun Master Weapon Lists

Level	Standard Setup	Reverse Setup	Light Setup	Heavy Setup	Pistol Run!	Sniper's Delight	US Arms Race	RU Arms Race	EU Arms Race
1	MP443	Knife	M9	MP412 REX	M9	M9 Supp.	M9	MP443	G17C
2	93R	M320 LVG	G17C	.44 Magnum	MP443	G17C Supp.	M1911	MP412 REX	93R
3	.44 Magnum	JNG-90	93-R	SPAS-12	G17C	M1911 Supp.	870MCS	SAIGA 12K	SPAS-12
4	PP-19	M417	870MCS	MK3A3	M9 Supp.	SVD	PDW-R	PP-2000	MP7
5	P90	L86A2	SAIGA 12K	AK-74M	G17C Supp.	SKS	M4A1	PP-19	UMP-45
6	SPAS-12	LSAT	SPAS-12	F2000	M1911	MK11 MOD 0	M16A4	AS VAL	G36C
7	MK3A1	SCAR-L	DAO-12	G3A3	G18	QBU-88	M249	AKS-74u	M416
8	ACW-R	AUG A3	M1014	FAMAS	93R	M417	M240B	AK-74M	L85A2
9	MTAR-21	MTAR-21	PP-2000	SCAR-L	MP412 REX	M40A5	MK11 MOD 0	RPK-74	MG36
10	AUG A3	ACW-R	M5K	AUG A3	.44 Magnum	SV98	M40A5	SVD	M417
11	SCAR-L	MK3A1	P90	M249	Knife	L96	SMAW	RPG-7V2	M320
12	LSAT	SPAS-12	MP7	M60E4	—	JNG-90	Knife	Knife	Knife
13	L86A2	P90	AS VAL	QBB-95	—	M98B	—	—	—
14	M417	PP-19	PP-19	MG36	—	Xbow	—	—	—
15	JNG-90	.44 Magnum	UMP-45	LSAT	—	Knife	—	—	—
16	M320 LVG	93R	M320	C4	—	—	—	—	—
17	Knife	MP443	Knife	Knife	—	—	—	—	—

Classes: A New Look

Following the earthquake event depicted in the single-player campaign in Battlefield 3, operational capacity in the Iran region is severely compromised. From the ashes rise survivors who are beat-up but not beaten. The whole style and tone in the themed expansion pack is one of being down but not out, and you can even see it in the multiplayer character design: These soldiers have bandages, cuts, and bruises, and their clothes are torn.

Assault

US Assault

RU Assault

- Strengths: Well-rounded kit; heal/revive teammates
- Weakness: Weak anti-vehicle capability

The assault class is the most versatile of the four, proving effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, and have great damage output and impressive rates of fire. Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures. The M26 MASS assault rifle attachment is a powerful shotgun capable of firing a variety of devastating ammo. Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the medic kit and reviving recently deceased teammates with the Defibrillator. The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it; it's the first item unlocked.

Engineer

US Engineer

RU Engineer

- Strengths: Anti-vehicle specialist; vehicle repair
- Weakness: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher. Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs. The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets. While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points that serve as a great way to supplement your score. Try to use the vehicle you're repairing as cover, to avoid getting picked off by enemies.

Support

US Support

RU Support

- Strengths: Solid anti-infantry kit; ammo resupply
- Weakness: Limited anti-armor capability

The support kit is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns that are capable of laying down high volumes of sustained fire and are great for suppressing enemy infantry. The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar. When they're not busy scoring kills, support troops should supply teammates using the ammo box. The ammo box dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo. You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score. Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you had better have an assault buddy nearby to revive you.

Recon

US Recon

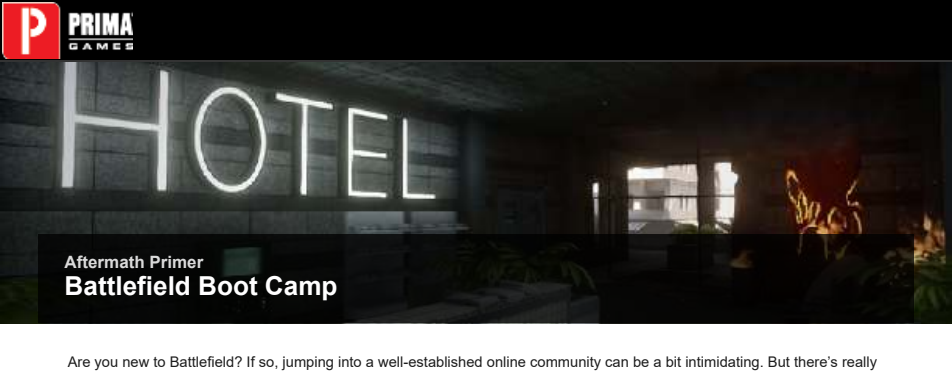
RU Recon

- Strength: Long-range/spotting specialist
- Weaknesses: Slow-firing; vulnerable in close quarters

The recon class is much more than just a sniper. Gadgets like the Radio Beacon, SOFLAM, MAV, and T-UGS motion sensor put a greater emphasis on team play, allowing the recon player to fill a more supportive role. It's up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn't mean recon troops can't also crack skulls at long range. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, so they are best reserved for players willing to put in the practice to master them. Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Note

Although the classes look different, they still play exactly the same. You can still apply camo to these soldiers to customize them with any patterns you've already unlocked.

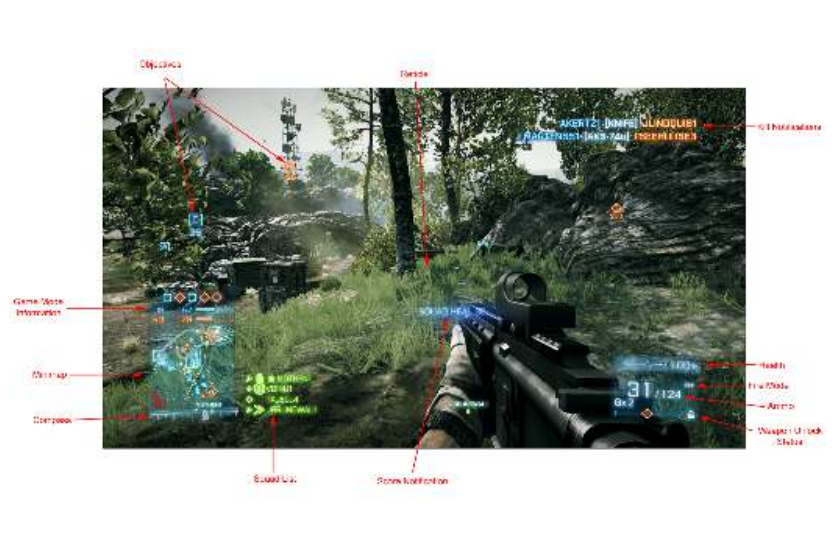


Aftermath Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

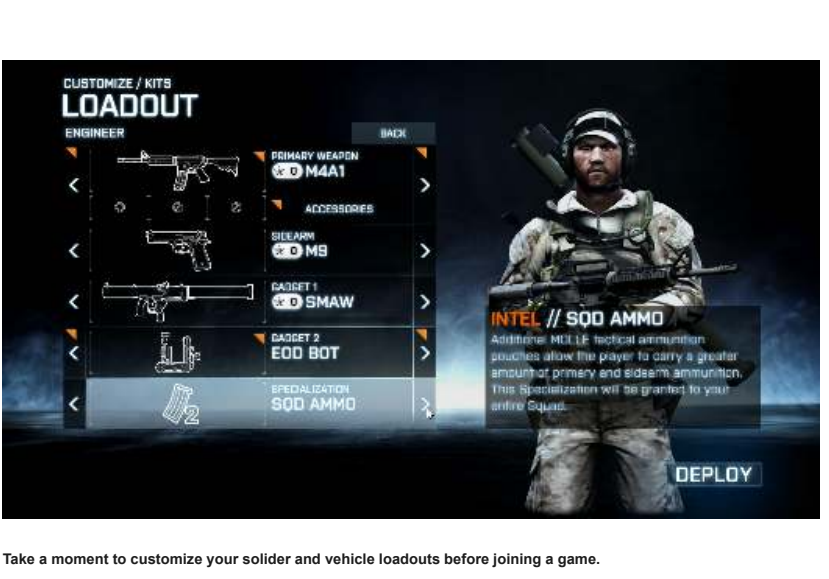
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

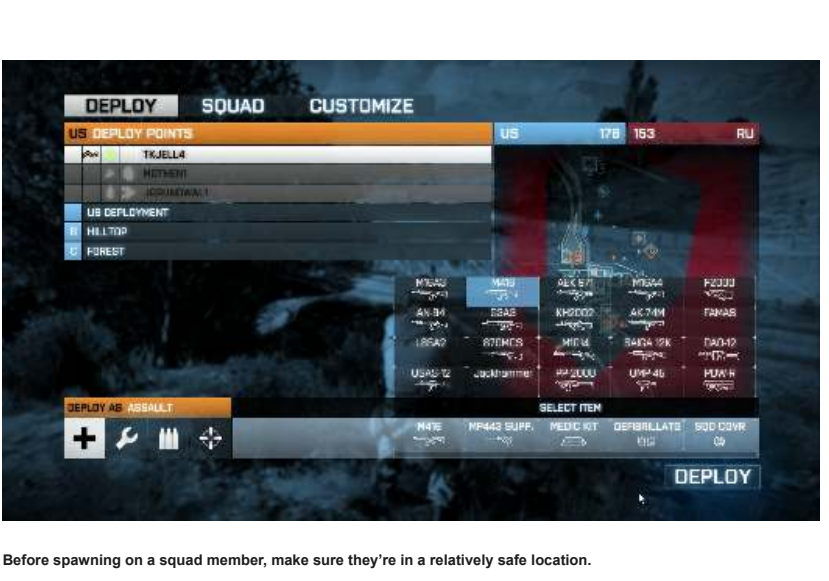
Loadout Customization



Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



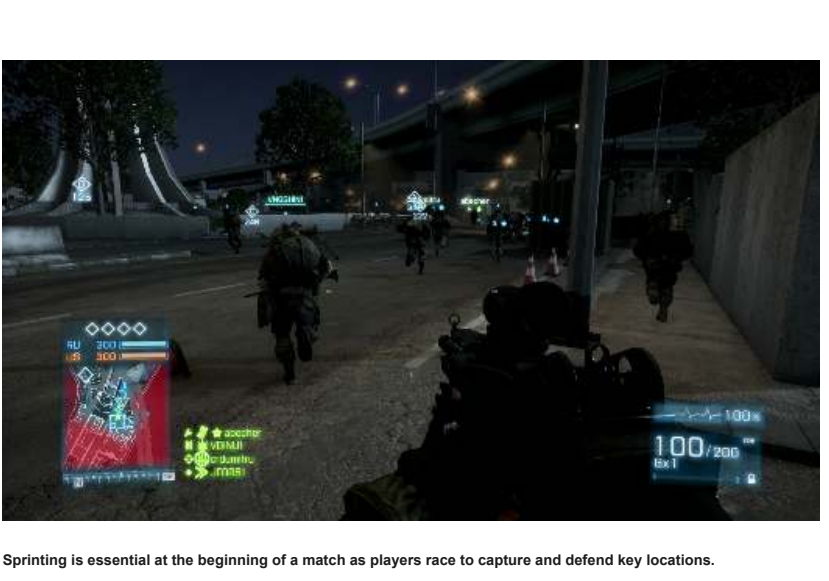
Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals



Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

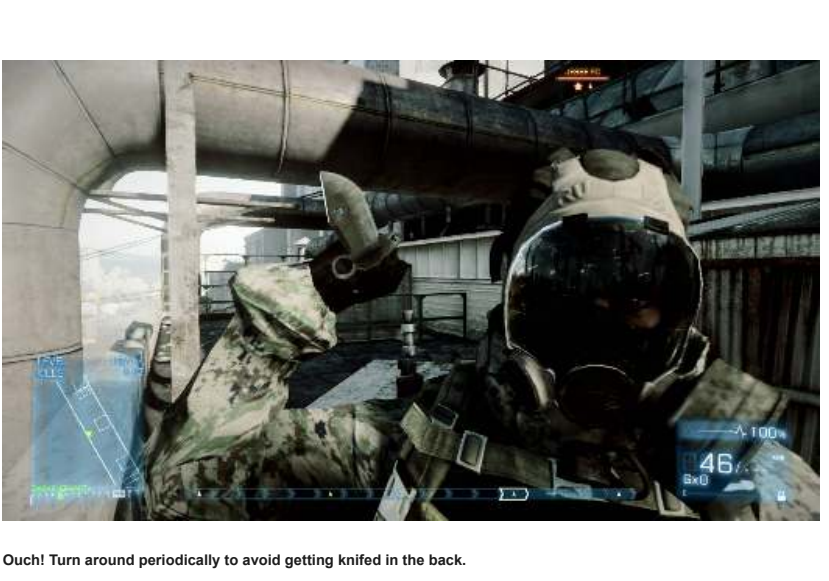
OBJECTIVE A ARMED!

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

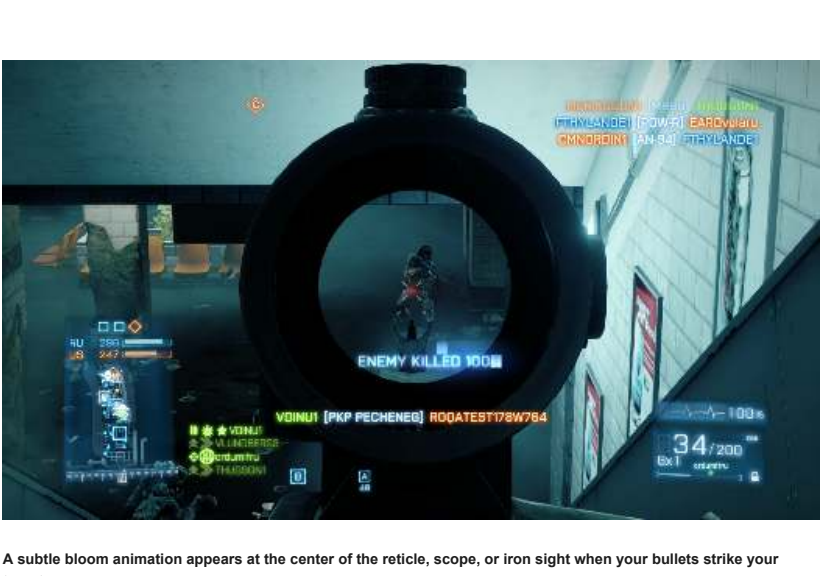
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

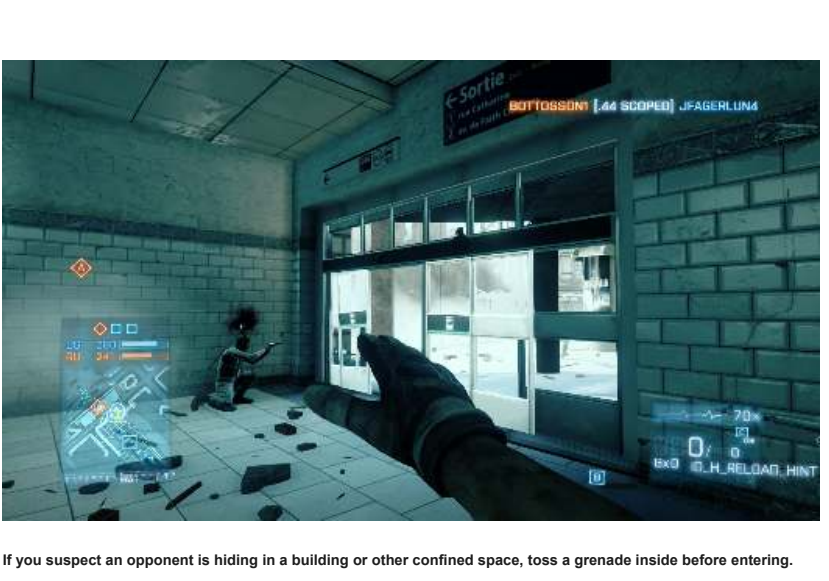
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression

If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

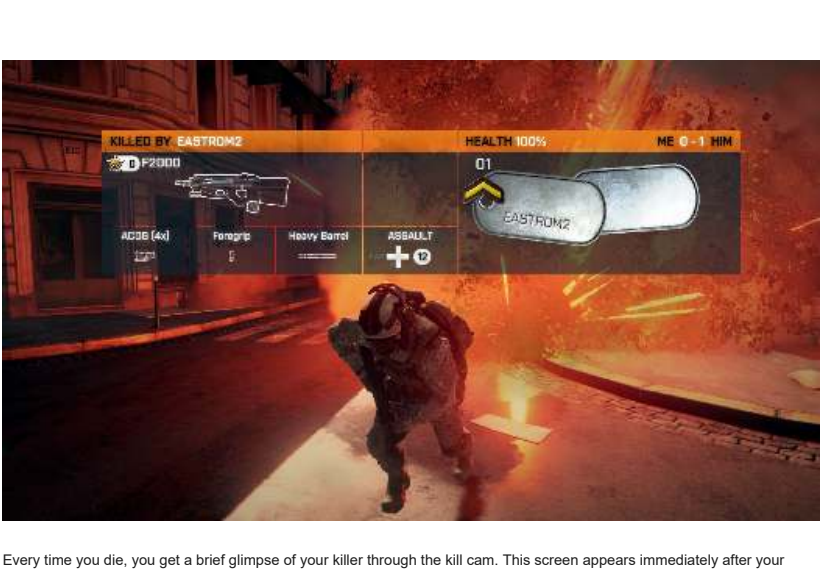
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam



Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad

RUSH
OPERATION MÉTRO
DO YOU WANT TO JOIN A SQUAD?
YES, PUT ME IN A SQUAD
NO, I'LL DO IT LATER

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn

DEPLOY
SQUAD
CUSTOMIZE
DEPLOY POINTS
US DEPLOYMENT
CONSTRUCTION SITE
OFFICES
SELECT ITEM
DEPLOY

If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

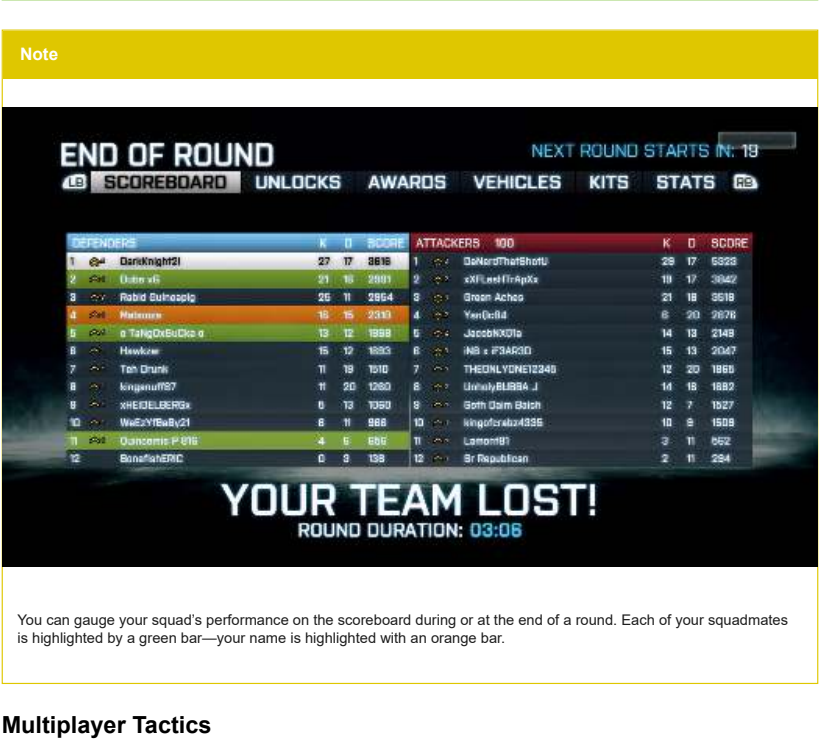
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

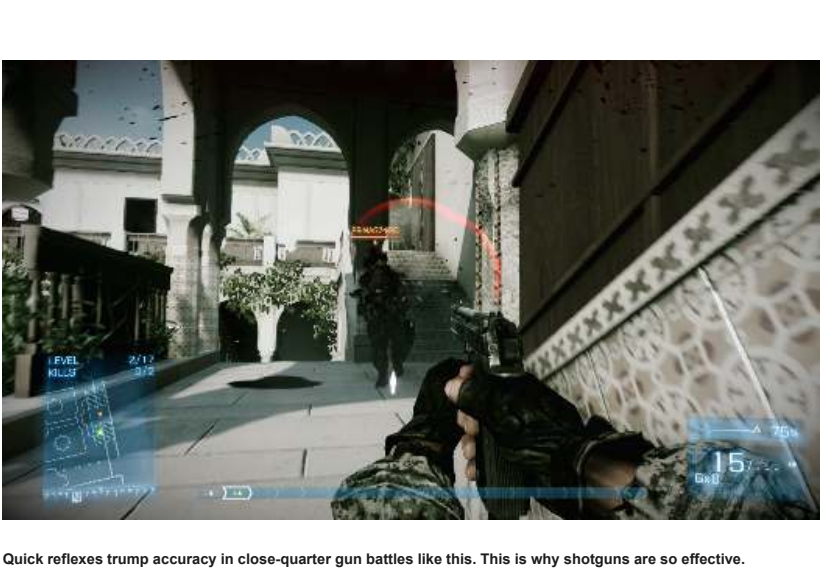
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat



Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

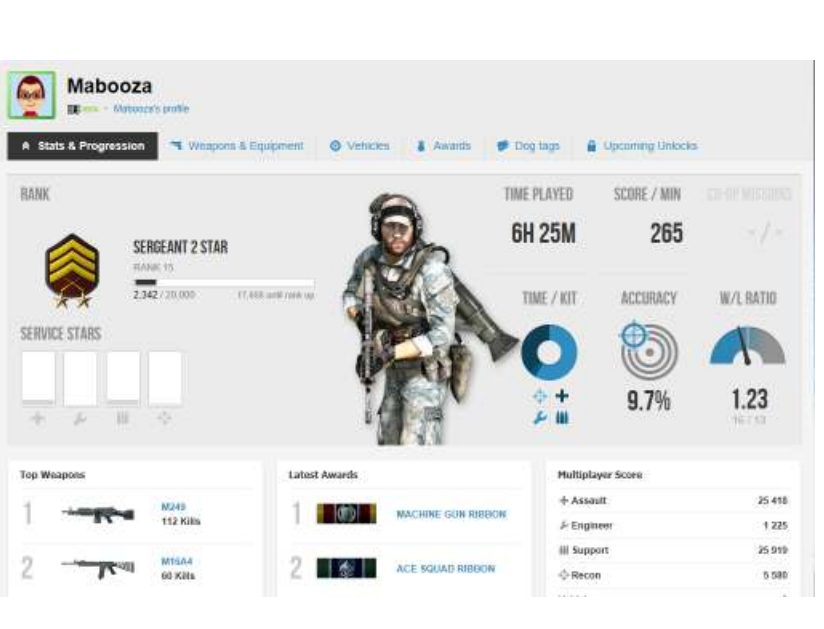
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



Mabooza

Mabooza's profile

Stats & Progression · Weapons & Equipment · Vehicles · Awards · Dog tags · Upcoming Unlocks

RANK

SERGEANT 2 STAR

RANK 15

2,342 / 20,000

SERVICE STARS

TIME PLAYED	SCORE / MIN	CO-OP MISSIONS
6H 25M	265	- / -

TIME / KIT	ACCURACY	W/L RATIO
	9.7%	1.23

Top Weapons		
1	M249	112 Kills
2	M16A4	60 Kills

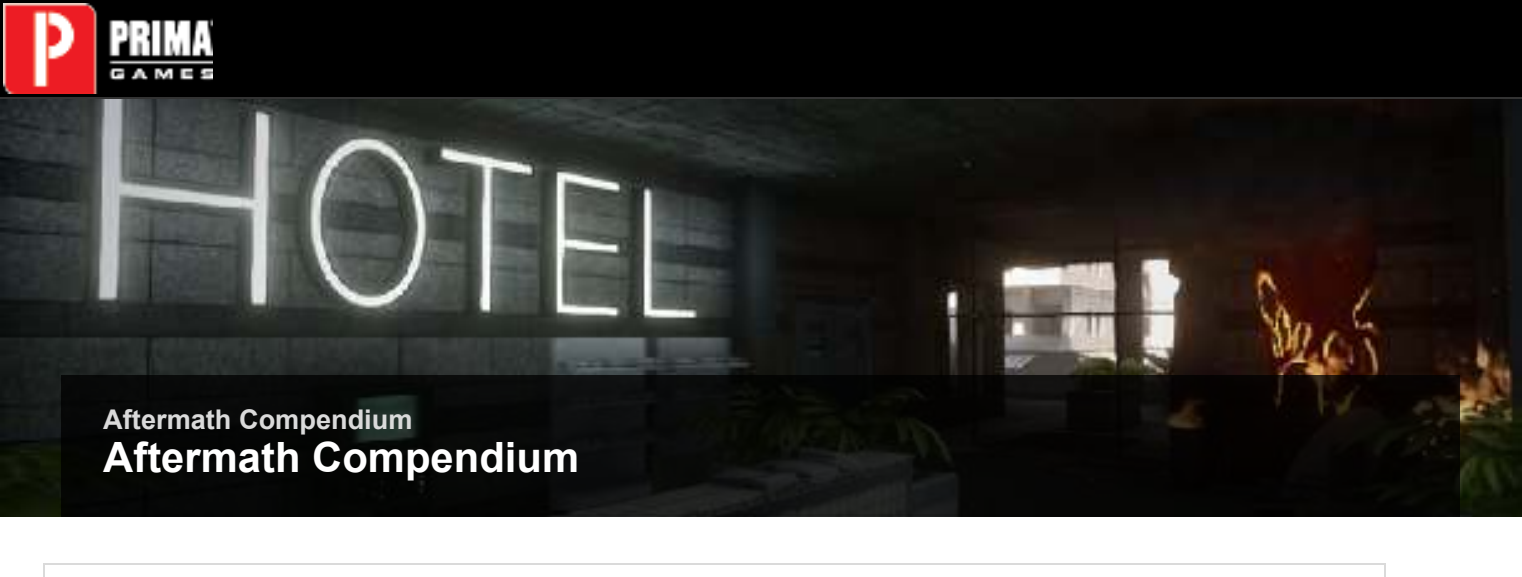
Latest Awards	
1	MACHINE GUN RIBBON
2	ACE SQUAD RIBBON

Multiplayer Score	
Assault	25 416
Engineer	1 225
Support	25 919
Recon	5 580

Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



Aftermath Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within 3 seconds of him killing a friendly.
COMEBACK	10	Comeback from a streak of 5 or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies in 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made 6 or more kills without dying. The score awarded equals the number of kills in the enemies streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy 6 or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	kill an enemy within 2 seconds of him dealing 50 to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Aftermath Assignments

Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Archery 101

OLD SCHOOL WARRIOR
5

Criteria:

- Get 5 Xbow kills.

Reward:	
Old School Warrior Dog Tag	

This Is My Boom Stick

SQUEEZING THE TRIGGER
50
50

Criteria:

- Get 50 kills with carbines.
- Get 50 kills with assault rifles.

Reward:	
Squeezing the Trigger Dog Tag	

Go Play Close Quarters

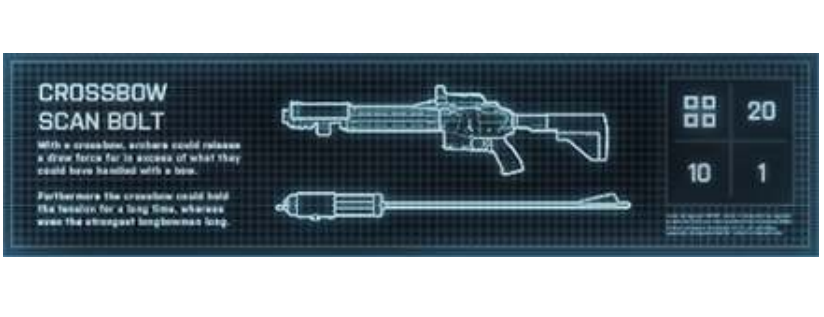
RIFLE SCOPED CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me



Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

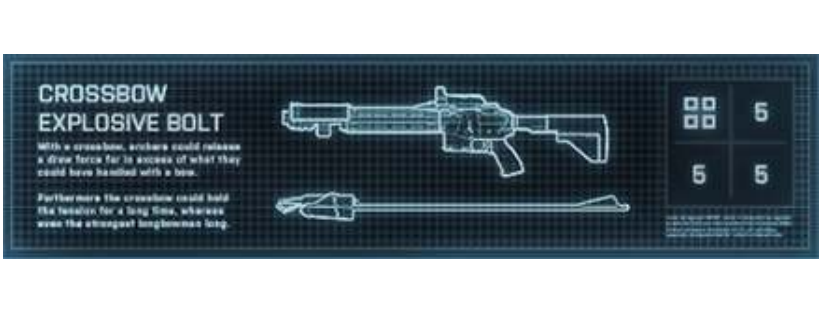
CROSSBOW BALANCED BOLT
50
10

Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man



Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

Reward:	
HE Bolt	

Riding Shotgun

GREASE MONKEY
5
5
5

Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

William Tell

WILLIAM TELL
150
50

Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

On Top of the Richter Scale

QUAKE SURVIVOR
200
1x4

Criteria:

- Play 1 hour of Epicenter.
- Play 1 hour of Markaz Monolith.
- Play 1 hour of Talah Market.
- Play 1 hour of Azadi Palace.
- Pick up 200 weapons in Scavenger.

Reward:	
Quake Survivor Dog Tag	

Premium Assignments: Tier 1

Battlescars

BATTLESCARS
25
25
50

Criteria:

- Get 25 knife kills.
- Get 50 kills with the SCAR-H.
- Get 50 kills with the SCAR-L.

Reward:	
Battlescars Dog Tag	

Fire in the Hole!

FIRE IN THE HOLE
20
50

Criteria:

- Destroy 20 pieces of enemy equipment with the M67 grenade.
- Get 50 kill with the AT launchers.

Reward:	
Fire in the Hole! Dog Tag	

Combat Medic

COMBAT MEDIC
100
200
200

Criteria:

- Revive 100 teammates.
- Revive 100 squad mates.
- Get 200 team heals.
- Get 200 squad heals.

Reward:	
Combat Medic Dog Tag	

Rambo

Criteria:

- Get 20 kills in one round.
- Get 10 kills without dying.
- Get 5 multi-kills.

Reward:	
Rambo Dog Tag	

Silent Hunter

SILENT HUNTER
50
100

Criteria:

- Get 50 kills with silenced MP443.
- Get 100 kills with AS VAL.

Reward:	
Silent Hunter Dog Tag	

Premium Assignments: Tier 2

M416 Specialist

WOODLAND STRIPE
M416

Criteria:

- Get 100 kills with the M416.
- Get 25 avenger kills.
- Get 15 Medical Efficiency Ribbons.

Reward: M416 Woodland Stripe Camo

ACW-R Specialist

DIGITAL WOODLAND
ACW-R

Criteria:

- Get 100 kills with the ACW-R.
- Disable 50 vehicles.
- Get 15 Carbine Ribbons.

Reward: ACW-R Digital Woodland Camo

JNG-90 Specialist

NAVY BLUE
JNG-90

Criteria:

- Get 100 kills with the JNG-90.
- Get 50 spot assists with the T-UGS.
- Get 15 Surveillance Efficiency Ribbons.

Reward: JNG-90 Navy Blue Camo

M240B Specialist

WOODLAND OAK
M240B

Criteria:

- Get 100 kills with the M240B.
- Resupply teammates 100 times.
- Get 15 LMG Ribbons.

Reward: M240B Woodland Oak Camo

PP-19 Specialist

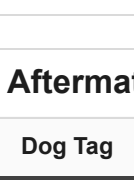
DESERT STRIPE
PP-19

Criteria:

- Get 50 kills with the PP-19 as Assault.
- Get 50 kills with the PP-19 as Support.
- Get 50 kills with the PP-19 as Engineer.
- Get 50 kills with the PP-19 as Recon.

Reward: PP-19 Desert Stripe Camo

Aftermath Awards

Ribbon	Name	Criteria	Points
	Scavenger Ribbon	Finish a Scavenger round.	200
	Scavenger Winner Ribbon	Win a Scavenger round.	500
	Scavenger Medal	Obtain the Scavenger Winner Ribbon 50 times.	10000

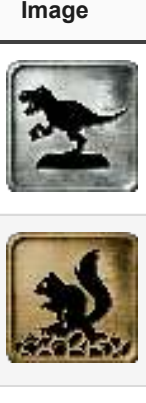
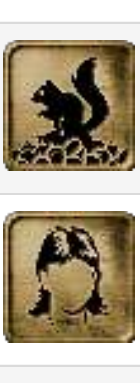
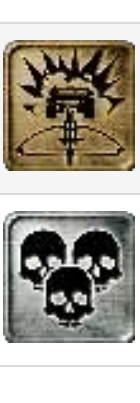
Aftermath Dog Tags (Left)

Dog Tag	Name	Criteria
	Scavenger	Obtain Scavenger Ribbon 10 times.
	Scavenger Winner	Obtain Scavenger Winner Ribbon 10 times.
	Old School Warrior	Complete assignment Archery 101.
	Xbow Proficiency	Obtain Xbow Service Star 1.
	Xbow Scoped Proficiency	Obtain Xbow Scoped Service Star 1.

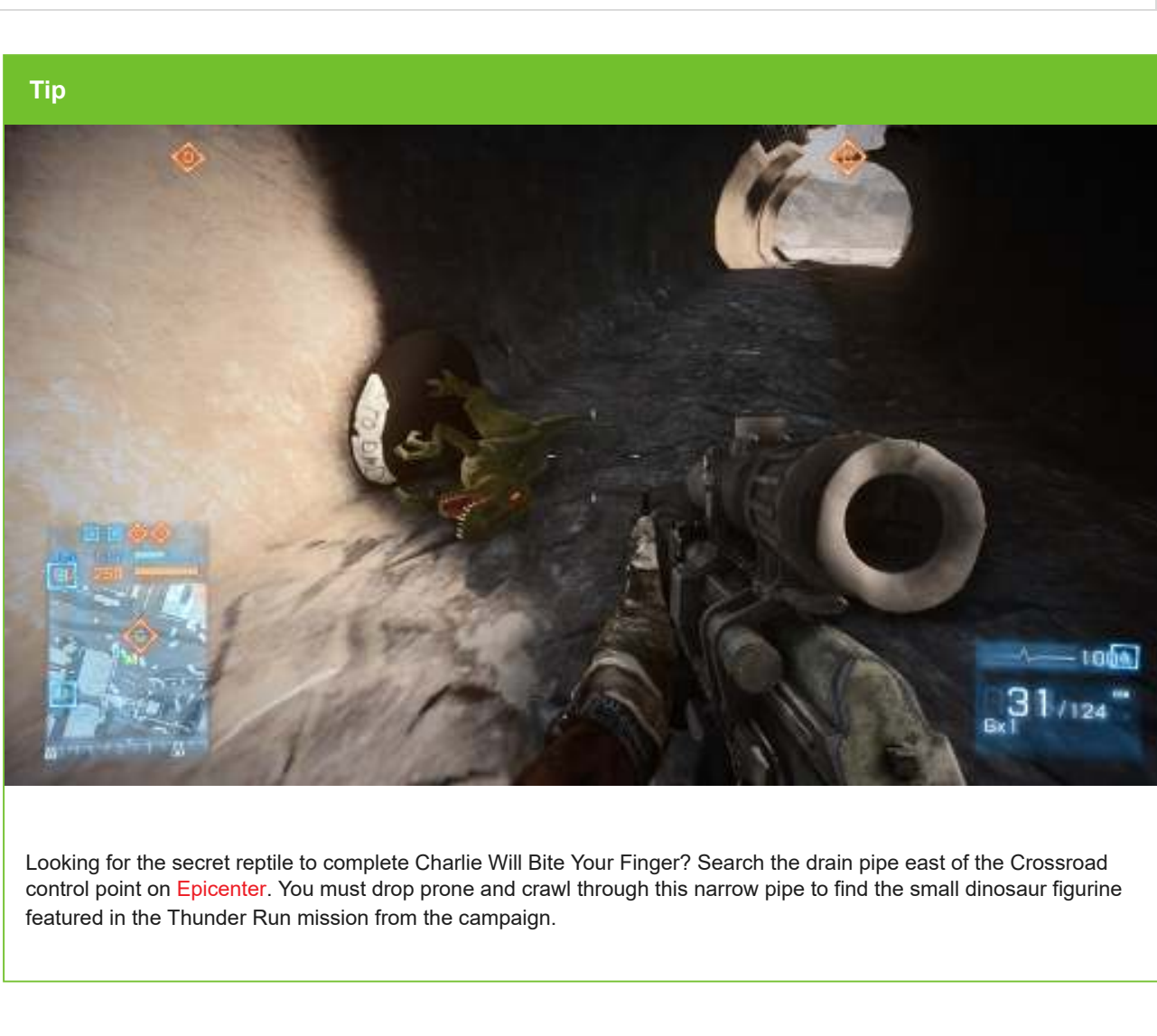
Aftermath Dog Tags (Right)

Dog Tag	Name	Criteria
	Grease Monkey	Complete assignment Riding Shotgun.
	Quake Survivor	Complete assignment On Top of the Richter Scale.
	Scavenger	Obtain Scavenger Medal one time.
	Squeezing the Trigger	Complete assignment This is My Boom Stick.
	William Tell	Complete assignment William Tell.
	Xbow Master	Obtain Xbow Service Star 5.
	Xbow Scoped Master	Obtain Xbow Scoped Service Star 5.

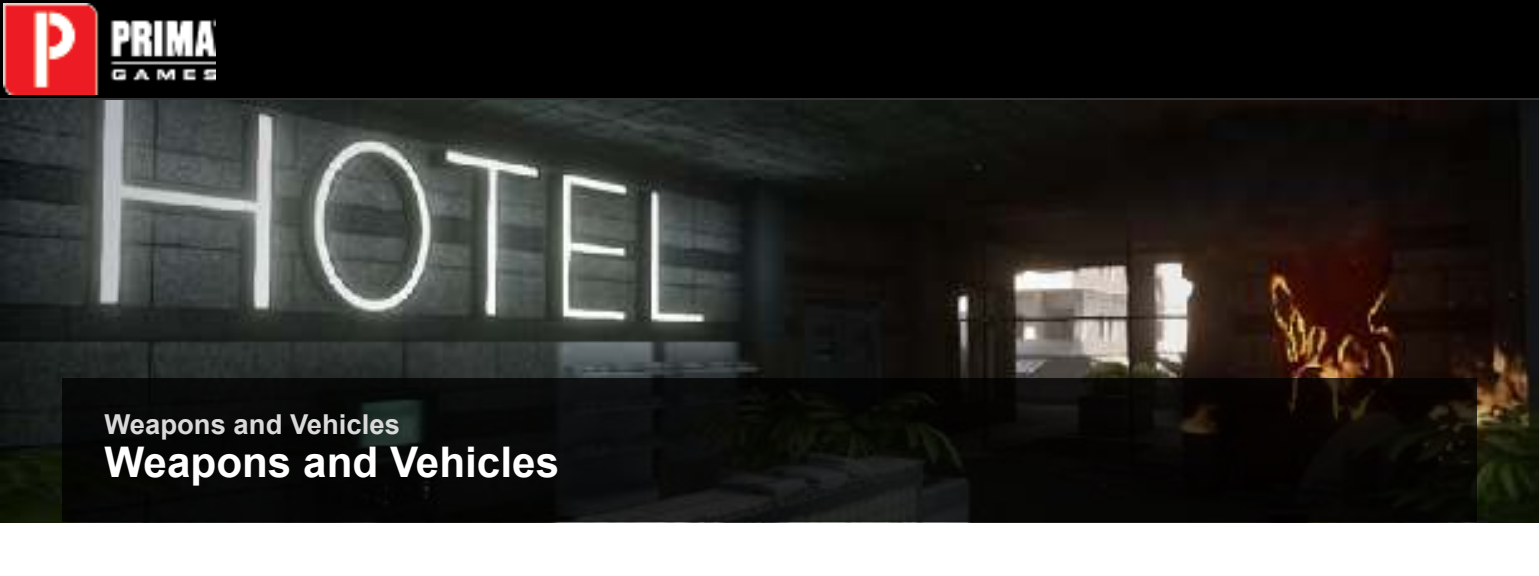
Aftermath Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Charlie Will Bite Your Finger	Find the secret reptile.	30	Silver
	Extreme Hoarder	Pick up 50 weapons in Scavenger mode.	20	Bronze
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with a Xbow, primary weapon, and hand grenade.	30	Silver

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.



Weapons and Vehicles

The earthquake-ravaged landscapes in Aftermath aren't the only things that are a little worse for wear. A complete logistical breakdown has forced soldiers from both sides of the conflict to wage war with what little resources they have at their disposal. The results are some truly inventive, yet crude, implements forged from scavenged weapons, vehicles, and other miscellaneous debris. The improved weapons and vehicles introduced in this expansion may not look pretty, but they're more than capable of getting the job done.

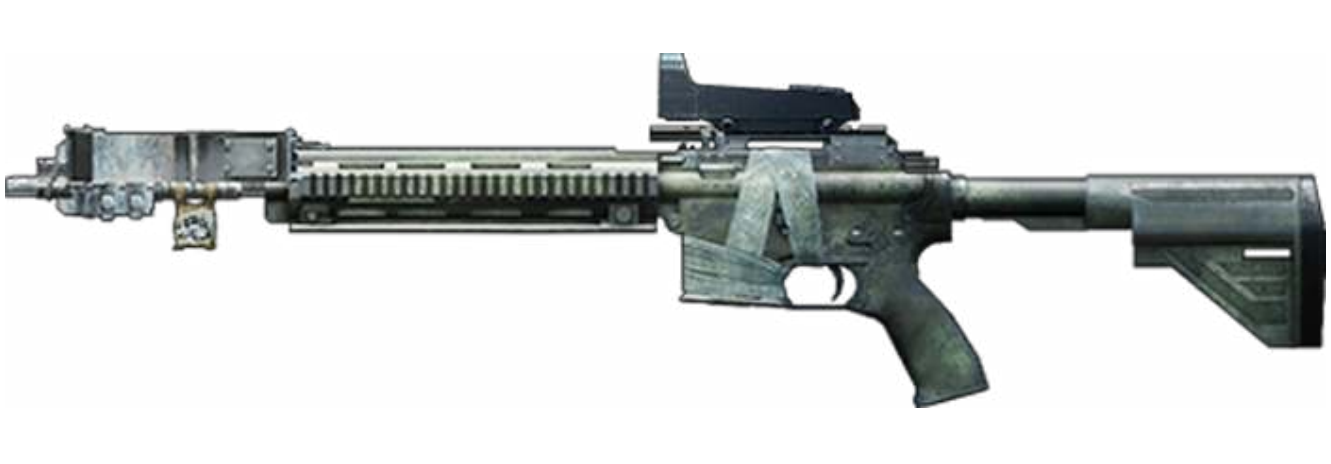
Xbows and Bolts

Improvised from a heavily modified M4, the Xbow is a single-shot projectile weapon, much like a bolt-action sniper rifle. The difference lies in how ammunition is handled. The crossbow fires arrow-like bolts instead of bullets. In addition to the default Standard Bolt, there are three other bolts to unlock and choose—you can only select bolts you've unlocked by completing specific assignments. Each bolt has its own characteristics that affect range and damage output. This allows you to choose the proper ammo for different tactical situations. For example, the Standard Bolt does nothing to vehicles, but the High-Explosive (HE) Bolt can inflict some serious damage to all units, including tanks. By pressing the fire mode select button, you switch bolt types on the fly—the firing mode icons are replaced by bolt type indicators while wielding the Xbow or Xbow Scoped. Unlike standard firearms, the Xbows aren't fed through magazines. Instead, bolts must be loaded manually, one at a time. As a result, the Xbows are difficult to use in chaotic close-quarter firefights. It's best to equip this weapon when engaging single, unsuspecting opponents. Each soldier can carry a maximum of 10 bolts for their Xbow. But new bolts can be acquired from the support class's ammo box or from the new ammo crates available during Scavenger mode. The best part about the Xbows is that they're available to all classes and don't occupy a weapon slot. Instead, they occupy the soldier's first gadget slot. This gives each soldier the opportunity to carry a pistol and primary weapon in addition to their Xbow. However, it also means you'll need to leave behind valuable gadgets like medic kits, rocket launchers, and ammo boxes in favor of carrying an Xbow.

Xbow Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with an Xbow, primary weapon, and hand grenade.	30	Silver

Xbow



Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Short to Intermediate

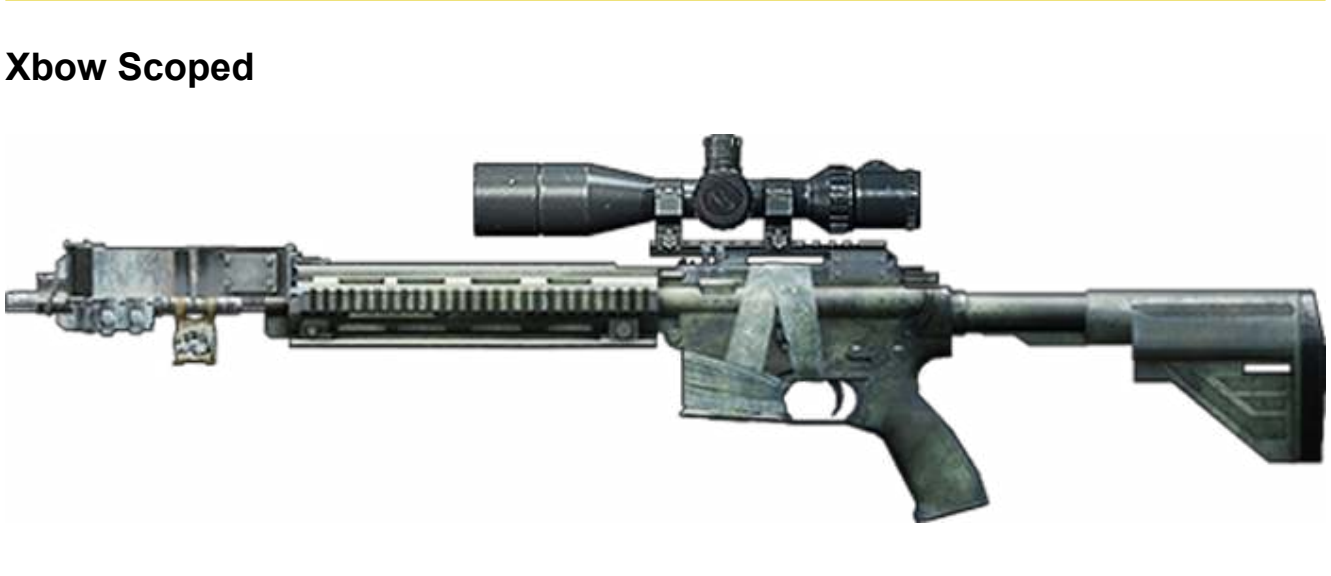
Unlock: Sticks and Stones assignment

- Win 3 rounds in Scavenger

Field Notes

Of the two Xbows, this is the easiest to unlock—just keep playing Scavenger mode until your team racks up three wins. This Xbow is equipped with a KOBRA (RDS) Red Dot Sight, which allows for quick target acquisition but no magnification. When first firing this weapon, be prepared for significant bolt drop when engaging targets at a distance beyond a few meters. To compensate for the drop, aim high. The weapon also takes a long time to reload. So if you miss with your first shot, consider switching to your primary weapon to finish off the target.

Xbow Scoped



Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Intermediate to Long

Unlock: Go Play Close Quarters assignment

- Total of 150 meters headshots with sniper rifles
- Total of 150 meters headshots with assault rifles
- Total of 150 meters headshots with carbines

Field Notes

Unlocking this weapon is easier than it sounds. You must simply accrue a series of headshots with sniper rifles, assault rifles, and carbines. The distance of each headshot is applied to the 150 meter total required for each weapon—you do not need to score one 150 meter headshot with each weapon. This Xbow variant is fitted with a PKS-07 (7x) scope that makes it the perfect long-range weapon when paired with the extremely accurate Balanced Bolt. The powerful magnification of the scope makes the weapon difficult to use in close quarters, so reserve this Xbow for those impressive long-range kills.

Service Stars

Like all weapons, you earn a service star for every 100 kills you score with the Xbow or Xbow Scoped. A maximum of 100 service stars can be earned for each weapon.

Bolts

Bolts are smaller and heavier than arrows fired by bows. They use similar ballistics as bullets, but travel slightly slower. Cumbersome to load and slow in travel, bolts make up for their drawbacks by packing some serious power. As long as a target is within optimal range, scoring a center mass hit or headshot with a bolt is almost always lethal.

Standard Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: Default ammo for Xbow and Xbow Scoped

Field Notes

The Standard Bolt is immediately available upon unlocking the Xbow or Xbow Scoped weapons. Fitted with a barbed tip, this bolt experiences significant drop over distance, even when engaging targets within 25 meters. To compensate for range, aim high. Although its accuracy leaves much to be desired, the Standard Bolt hits with a lot of force, often killing opponents with a single hit.

Scan Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: It Is OK To Thank Me assignment

- Get 20 spot assists
- Designate 10 vehicles
- Get 1 designated assist

Field Notes

The Scan Bolt combines the lethality of the Standard Bolt with the reconnaissance benefits of a T-UGS motion sensor. It displays enemy movement on the minimaps of your teammates. Unlocking this bolt is fairly straightforward, but it helps to have access to the recon class's SOFLAM to designate vehicles and get a designated assist. If you don't have the SOFLAM yet, you can laser-designate vehicles from the third seat in a tank equipped with the CITV Station gadget or by using a helicopter's Laser Painter pilot upgrade. Once unlocked, fire this bolt into high-traffic areas to help direct your teammates toward opponents—this is a great way to score some Motion Sensor Assists. The bolt is also lethal when fired directly at an opponent. The motion sensor will continue detecting enemy movement at the spot where your victim fell.

HE Bolt

Damage: High

Range: Short

Unlock: A Good Demo Man assignment

- Get 5 kills with hand grenades
- Get 5 kills with underslung grenades
- Get 5 kills with C4

Field Notes

To unlock this devastating bolt you must first score a few kills with a variety of explosive weapons. The HE Bolt is a modified Standard Bolt with a small C4 charge taped to the tip. Due to the extra weight on the tip, the bolt flies only a few meters before dropping to the ground and exploding on impact. Due to the extreme bolt drop, always aim high, just as you would when firing a grenade launcher—but aim even higher. The C4 charge exhibits minimal splash damage, but inflicts massive damage when scoring a direct hit, particularly against infantry. In a pinch, this bolt can also damage vehicles, including tanks. But the HE Bolt does significantly less damage than an engineer's rocket launcher or a standard C4 charge carried by support troops. Still, for classes with no anti-vehicle capability, it's a nice addition.

Balanced Bolt

Damage: Medium

Range: Long

Unlock: Stay Away From My Tent assignment

- Get 50 kills with sniper rifles
- Get 10 headshot kills with sidearm

Field Notes

The Xbows reach their full potential with this highly accurate, long-range bolt. But before you can load one of these bad boys, you must unlock it by scoring several headshots with sniper rifles and pistols. Once the Balanced Bolt is available, try it out against a distant target. Unlike the other bolts, the Balanced Bolt experiences very little drop, even when engaging targets beyond 50 meters. Aim directly at your target to score a hit. Pair this bolt with the Xbow Scoped to take advantage of the magnification offered by the PKS-07 (7x) scope. The powerful scope makes it much easier to score lethal headshots from any range.

Xbow-Related Assignments

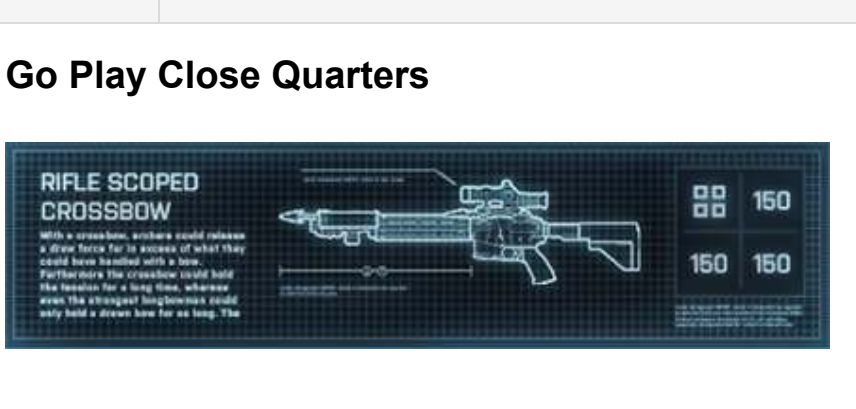
Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Go Play Close Quarters



Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

CROSSBOW SCAN BOLT
20
10
1

Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

CROSSBOW BALANCED BOLT
50
10

Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man

CROSSBOW EXPLOSIVE BOLT
5
5
5

Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

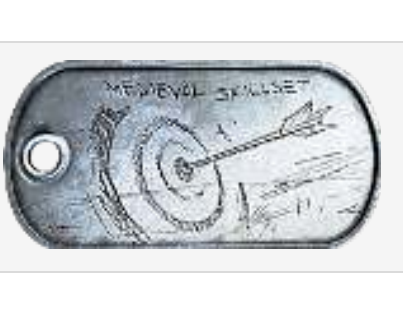
Reward:	
HE Bolt	

Archery 101

OLD SCHOOL WARRIOR
5

Criteria:

- Get 5 Xbow kills.

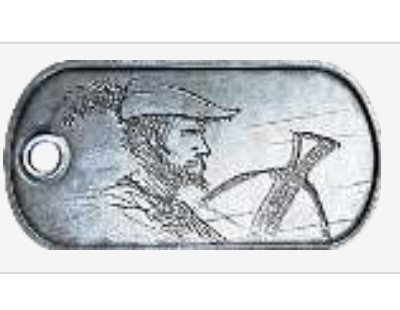
Reward:	
Old School Warrior Dog Tag	

William Tell

WILLIAM TELL
150
50

Criteria:

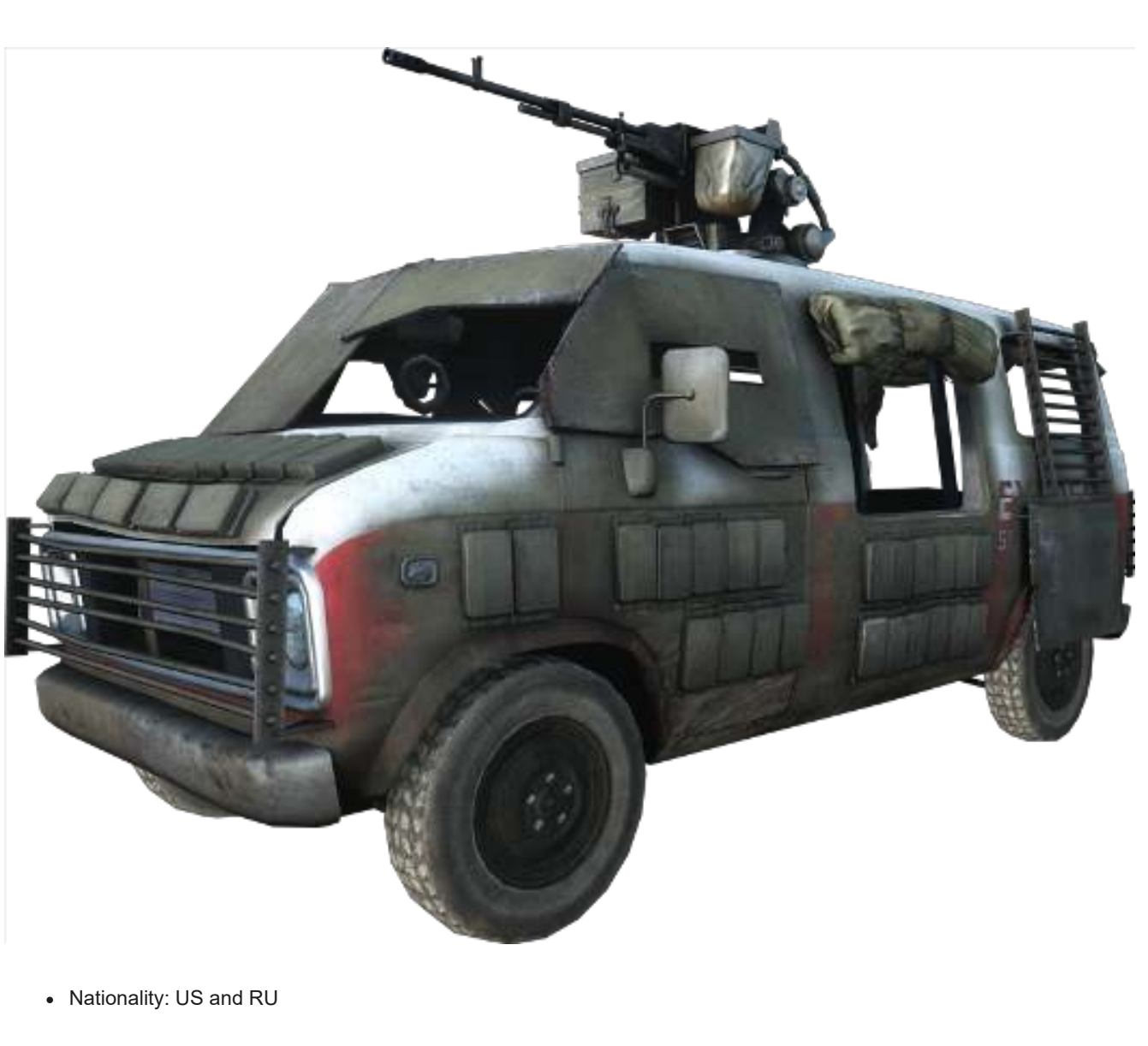
- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

Light Vehicles

The Aftermath expansion adds three new light vehicles. These heavily modified transports are the fastest land vehicles available on the new maps, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if they are driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive asset is their speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles like tanks and IFVs. When possible, stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for these vehicles.

Rhino



- Nationality: US and RU
- Description: Modified van with remote turret and open passenger seats.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	HMG .50
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	Troop Kit

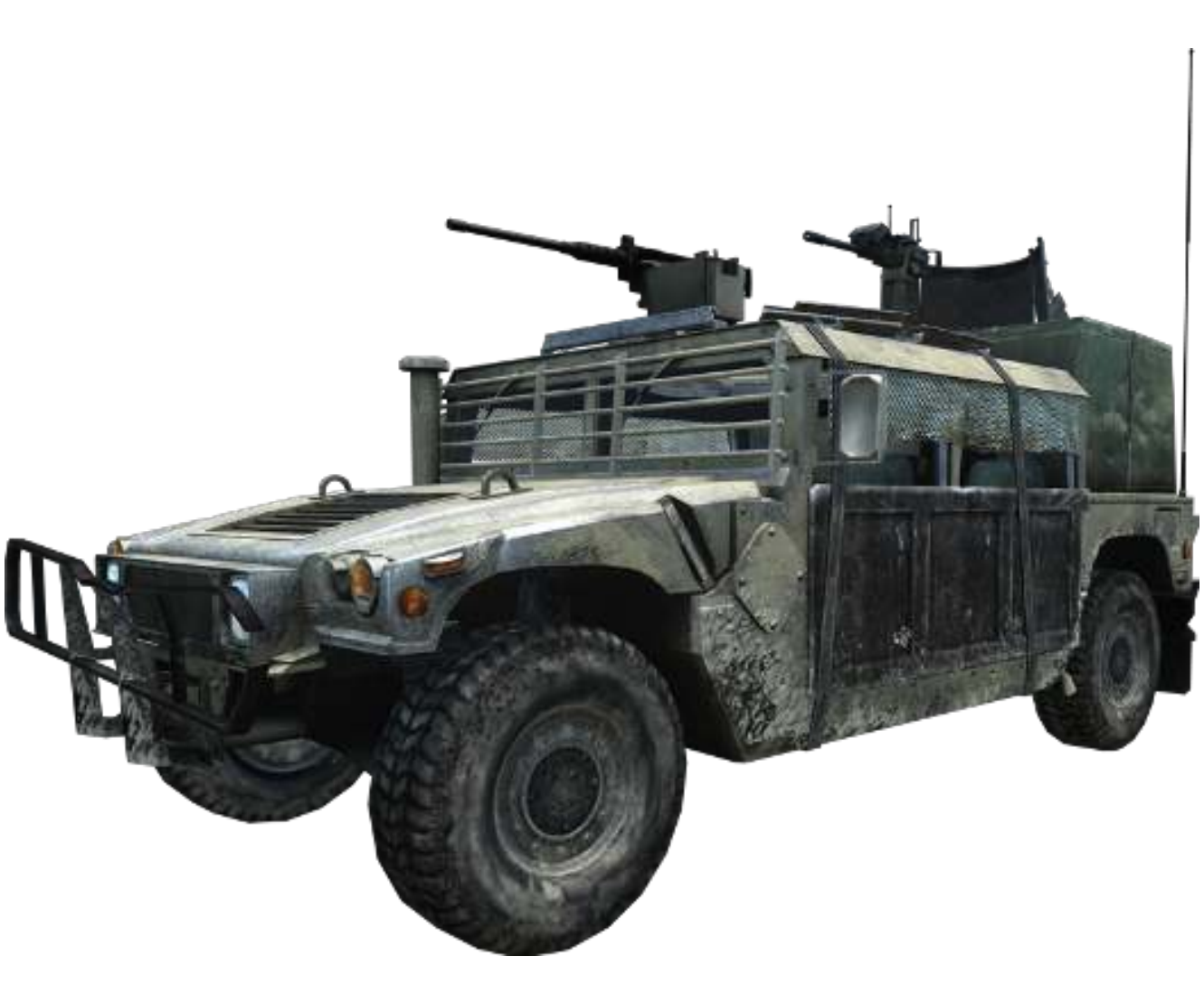
Field Notes

The Rhino is a heavily modified civilian van that is available to both teams. The remote heavy machine gun turret on top of the van is controlled by the driver, so it's got the feel of driving an IFV or tank. With sheets of metal welded over the most of the van's front windows, the driver operates the vehicle from the turret's camera view. In addition to the HMG turret, the Rhino has four passenger positions, which allows troops to fire their own weapons from the side and rear windows. The open windows provide some cover as well as a good view of the vehicle's periphery, which is ideal for targeting enemy support soldiers hoping to slap a C4 charge to the side of the vehicle.

Tip

An engineer riding in the Rhino can repair the vehicle from the passenger seat. Simply aim the Repair Tool at a piece of the vehicle's interior to perform repairs while on the go. When an engineer, assault, and support soldier fill the passenger seats, the Rhino can be a force to reckon with. While the engineer repairs and fires rockets, the assault soldier can heal and revive the other passengers when not firing their assault rifle or grenade launcher. Meanwhile, the support soldier can drop an ammo box inside the vehicle to keep the rest of the squad supplied while occasionally tossing C4 charges or mines out the back of the vehicle to take out any pursuers.

Phoenix



- Nationality: US
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

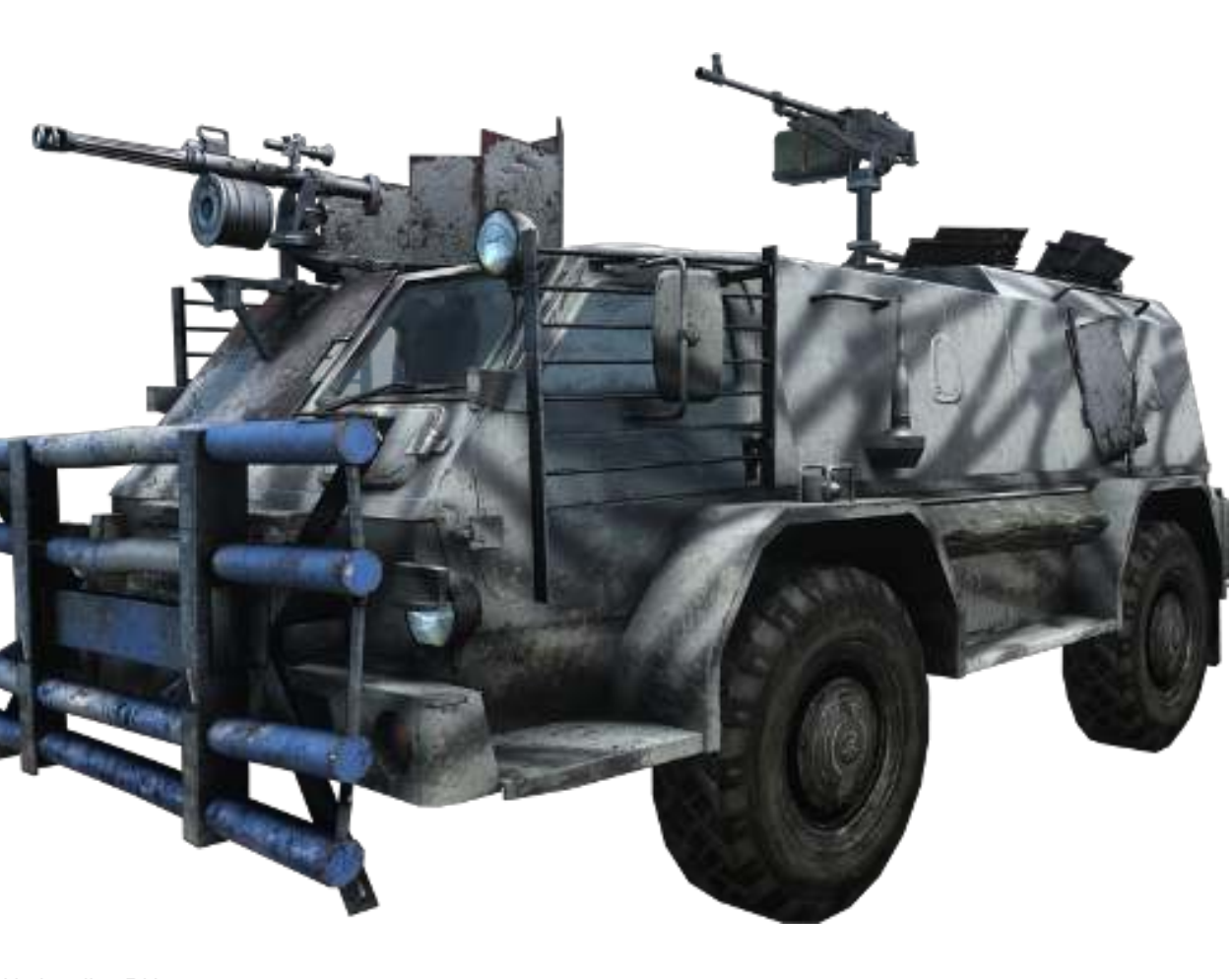
Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

The Phoenix is a modified M1114 HMMWV fitted with two roof-mounted turrets. The turret on the back is equipped with an automatic grenade launcher that is ideal for targeting groups of enemy infantry—the weapon can rapidly fire up to nine grenades before it must be reloaded. The grenade launcher turret can rotate only 180 degrees, so it's best if the vehicle is facing the target. A heavy machine gun is attached to the front turret, This turret can rotate a full 360 degrees, but the rear grenade launcher turret blocks its view when facing the vehicle's rear. With no adequate weapon coverage from behind, the Phoenix is extremely vulnerable to flanking attacks. So stay on the move to avoid getting C4 stuck to the back of your ride.

Barsuk



- Nationality: RU
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

This modified GAZ-3937 Vodnik performs similarly to the Phoenix. However, the turret positions are reversed: the grenade launcher is on the front, and the heavy machine gun is on the back. While the front-mounted grenade launcher can rotate only 180 degrees, the rear-mounted machine gun can traverse a full 360 degrees. This allows the gunner on the back the ability to engage targets in all directions. Since the machine gun is mounted slightly higher than the grenade launcher turret, visibility is unobstructed when engaging targets straight ahead as well. Given the improved visibility of the rear gunner, the Barsuk is harder to sneak up on from the rear—or any direction for that matter. Structurally, the Barsuk has a slightly higher profile than the Phoenix, therefore it is a bit unstable on uneven terrain. Watch your speed when turning, otherwise you may inadvertently roll the vehicle onto its side.

Caution

The turret positions atop the Phoenix and Barsuk are completely exposed, leaving the weapon operators vulnerable to incoming fire. To avoid getting sniped, stay on the move when moving through enemy-controlled territory.

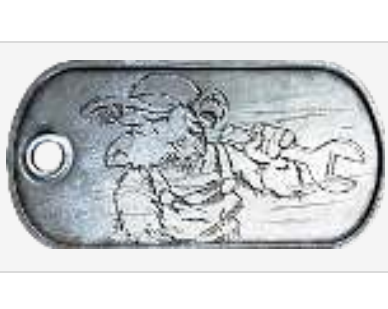
Light Vehicle-Related Assignments

Riding Shotgun

GREASE MONKEY
5
5
5

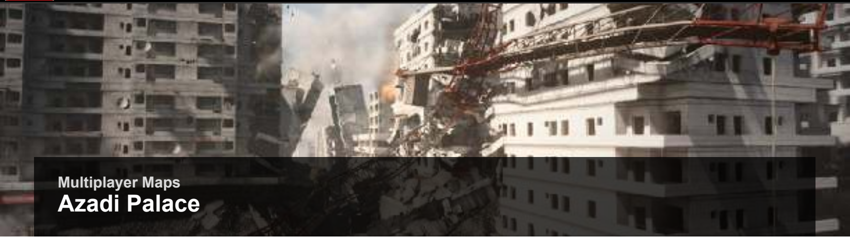
Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

Light Vehicle Tips

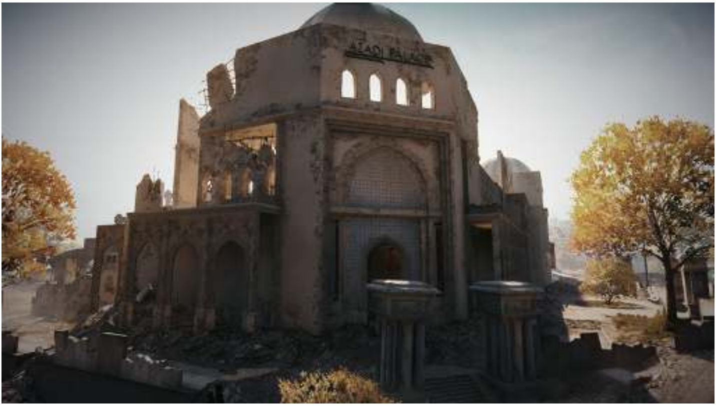
- Park a Rhino near a control point, loaded with C4. Use the Rhino to bait enemies in, then detonate the C4 once they're close enough.
- Avoid prolonged solo use of the Rhino, as it is prone to being disabled or destroyed if proactive repairs are not made.
- While driving the Rhino, avoid tanks and IFVs at all costs because they will quickly destroy the vehicle with one or two direct cannon rounds.
- The best method to keep this murder bus in operation is to have passengers repairing the vehicle as it comes under fire. While sitting in the passenger seat you are also able to drop ammo boxes and medic kits, in turn, healing and resupplying the occupants of the vehicle.
- The Rhino has little to no cover, which means that occupants are exposed to incoming fire. But in contrast, these openings also give a clear view of anyone attempting to plant C4 on the vehicle.
- The Rhino is also great for getting through tight spaces, so don't be afraid to lose a tank by turning down a small alley. Driving through narrow openings also lends itself well to getting across a map quickly to flank control points during Conquest matches.
- In tight engagements, the Phoenix and Barsuk are useful as a stationary turrets. Just be sure that an escape route is already available in the event that the fire-fight escalates.
- The Phoenix and Barsuk are highly effective patrol vehicles. Make use of their speed and firepower to control objectives and choke points.



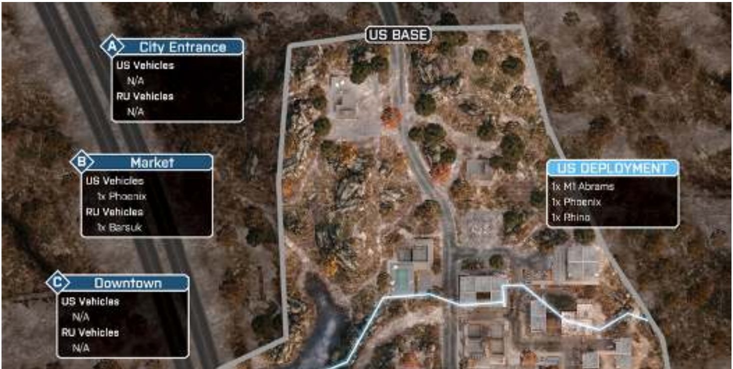
Multiplayer Maps

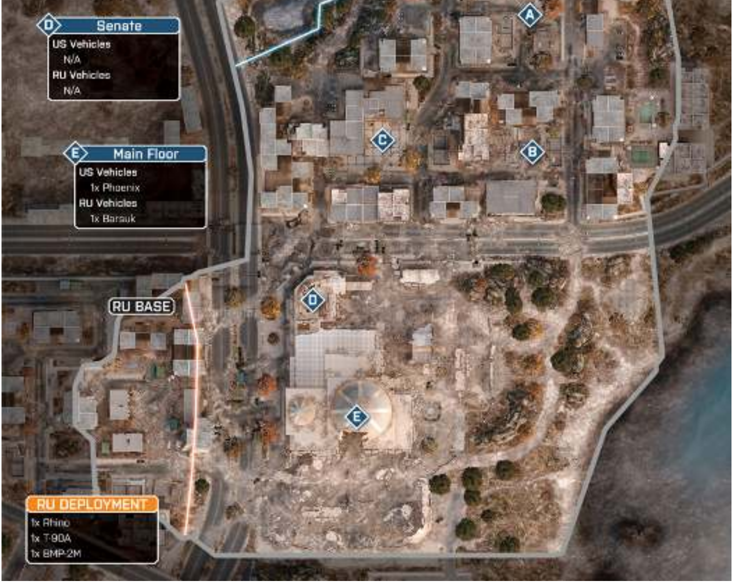
Azadi Palace

Azadi Palace



Conquest

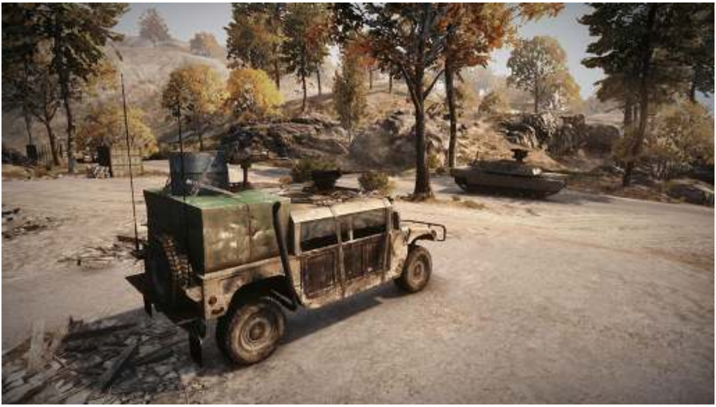




Click here for interactive maps

Before the earthquake, Azadi Palace, located on the southern side of the map, was a popular tourist destination, appreciated by locals and guests alike for its ornate architecture and lush gardens. But now, little is left of this once majestic structure's former glory, as soldiers and military vehicles scurry about the rubble-filled grounds and fight for control of the Palace and the adjoining neighborhood to the north. With five control points up for grabs at the start of the match, both teams must rush to secure at least three flags to initiate a drain on the opposing team's ticket count. Spawning on the city's northern outskirts, the US team has the best chance of capturing the City Entrance (A), Market (B), and Downtown (C), and establish a strong presence on the north side. Meanwhile, the RU team, deploying from the Construction Site in the southeast, has a good chance of securing the Main Floor (E) and Senate (E) within Azadi Palace. But the neither team can win by simply holding the Palace. So in addition to capturing the Palace's two control points, the RU team must look for opportunities to secure at least one of the three northern flags to avoid hemorrhaging tickets. In close matches, a tug-of-war struggle often centers around the Downtown (C) control point. To give your team the upper hand, make sure you make the most of the vehicles spawned at your team's base and control points—the M1 Abrams and T-90A are particularly effective when it comes to taking and holding ground.

US Base

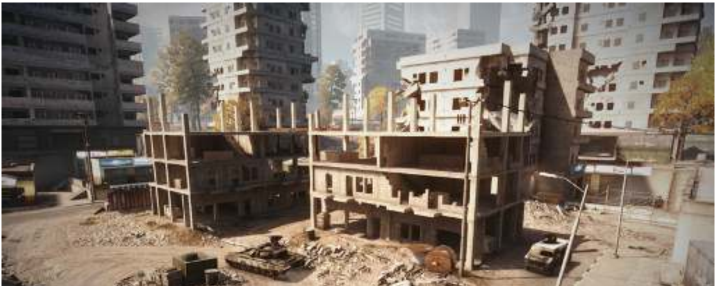


Base Assets

Name	Rhino	Phoenix	M1 Abrams
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) control point. Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing these three northern control points, instantly draining the RU team’s ticket count. By holding three out of the five flags, the US team doesn’t need to even approach the Palace to the south. Instead, it’s better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don’t forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams in the fight is particularly important.

RU Base



Base Assets

Name	Rhino	Barsuk	T-90A
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

Spawning from the Construction Site in the southwest corner of the city, the RU team begins the battle from a slight geographic disadvantage. While the Palace and its two control points are within close striking distance, the RU team has a difficult time beating the US team to the other three control points, on the north side of the city. So at the start of the battle, while a couple of squads secure the nearby Main Floor (E) and Senate (D) at the Palace, the rest of the team should make an aggressive push toward the Downtown (C) control point. Attacking this control point with the T-90A, Rhino, and Barsuk should be enough to overwhelm the US team's defenders. If the early-round attack is successful, instead of spreading their themselves thin, the RU team should consolidate their forces at the Downtown (C), Senate (D), and Main Floor (E) control points. The two control points in the Palace are easily defended by infantry, so use the vehicle spawned at the RU Base to reinforce the Downtown (C) control point.

A: City Entrance

مکانیک
مکانیک

The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding on to, so make sure at least one squad stays behind to guard it.

Tip

Don't let the makeshift barricades in the streets block your team's advance. Vehicles can crash through (or blast) these barricades and open up new paths.

B: Market

Control Point Assets

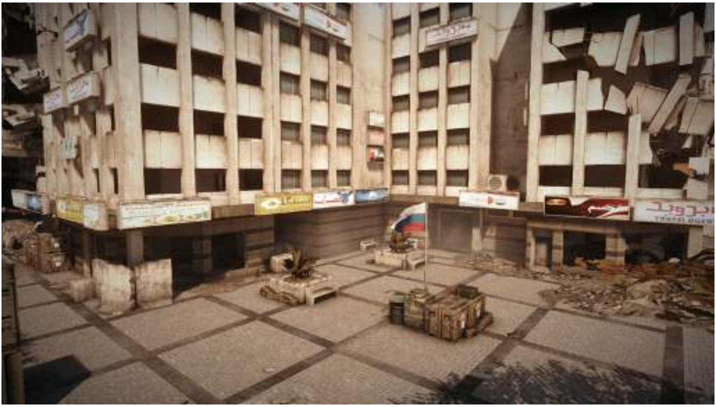
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Unlike its neighboring control points, the Market (B) produces a light vehicle for each team—the US team gets a Phoenix and the RU team gains a Barsuk. Both spawn in a street to the east. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. Parking the Phoenix or Barsuk in the parking lot or southern street also serves as a good deterrent.

Tip

Look for the blue double doors on the west side of the Market (B). Shoot the red gas tank at the base of these doors to gain access to a hallway that cuts through the adjoining apartment building. This shortcut is a relatively safe way to move between the Market (B) and Downtown (C).

C: Downtown



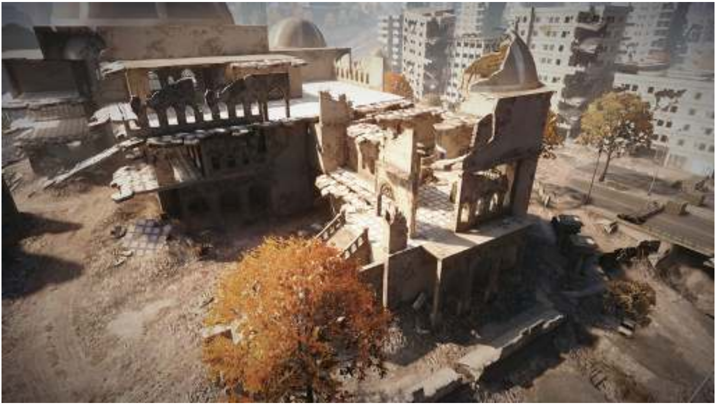
The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (D). Both teams should rush this location at the outset of the match. Once captured, the control point is relatively easy to defend thanks to the exposed flag that stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, so they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush.

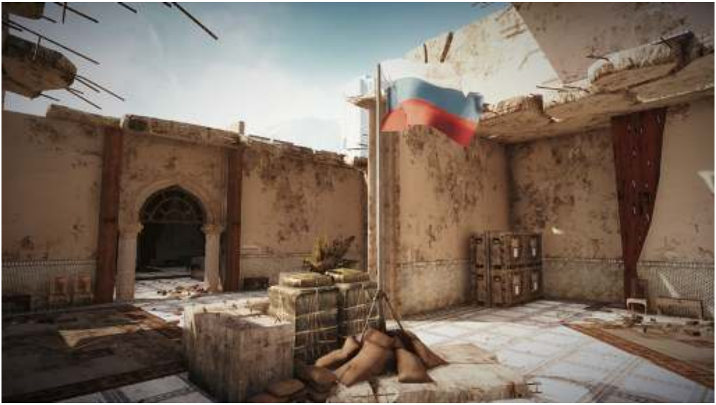
Tip

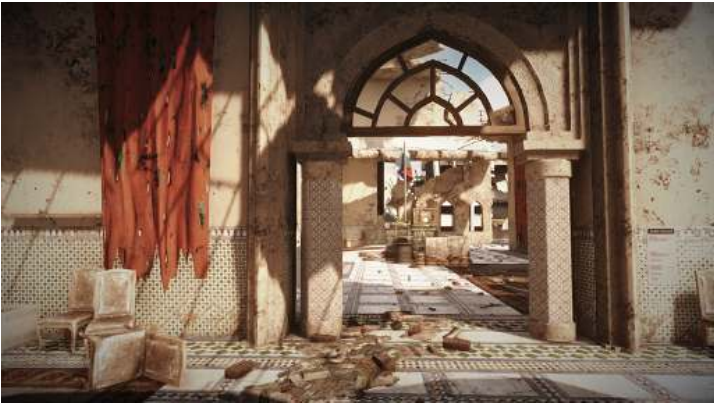
C
31
D
140
Senate
B
US 275
RU 442
C
Connoisseur
A
100%
1
3
6x0

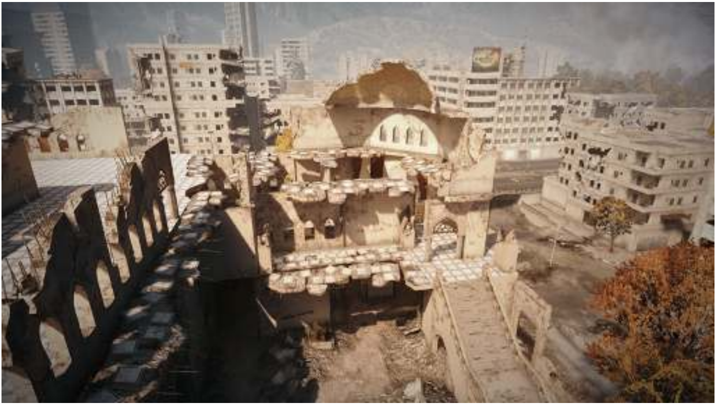
The streets are narrow and are often the only path for vehicles attempting to reach control points. As such, the streets are often littered with mines. Maintain vigilance while driving through these areas, perhaps laying your own mines in the process.

D: Senate



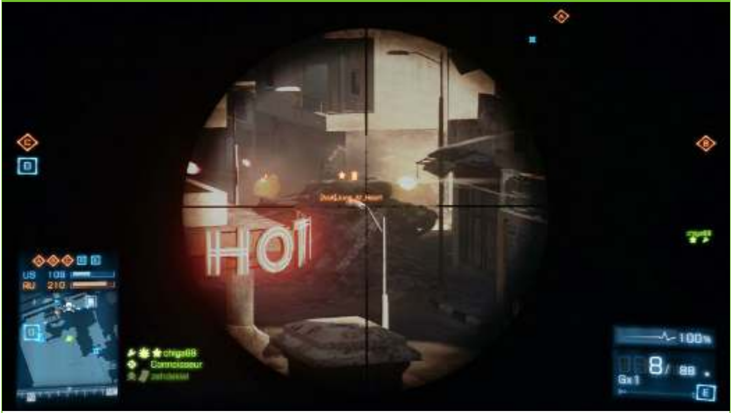






This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

Tip



While upstairs within the Palace, near the Senate (D), fire toward the ground floor and surrounding areas to pick off enemies, using the high ground to your advantage.

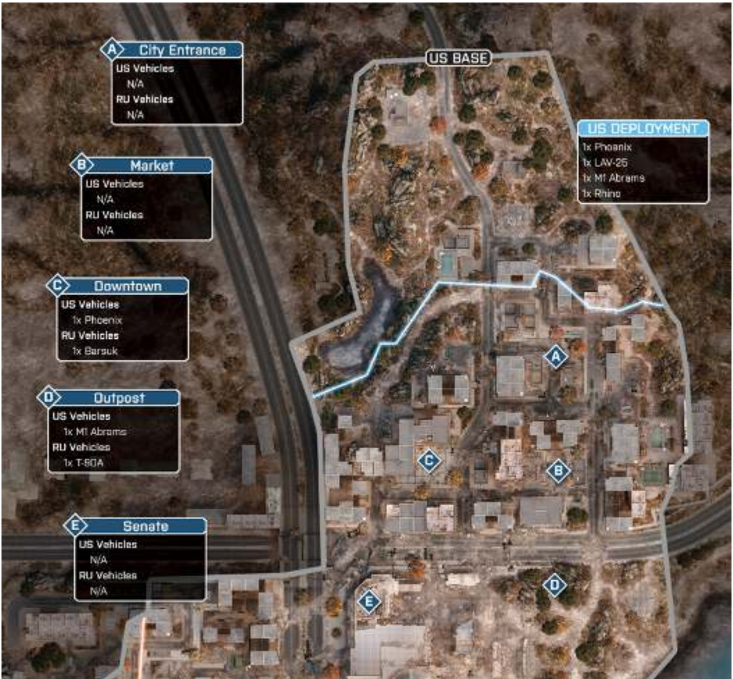
E: Main Floor

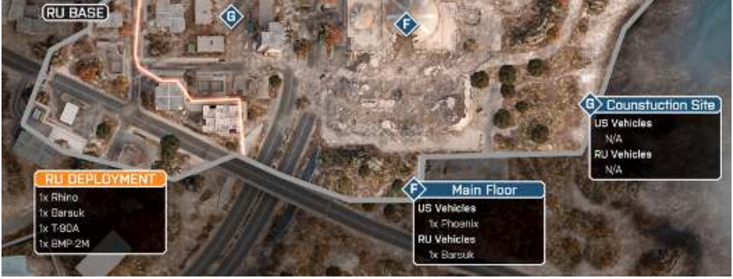
Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (E) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, which leaves attackers largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (E) produces light vehicles for both teams that spawn outside the Palace to the south.

Conquest 64

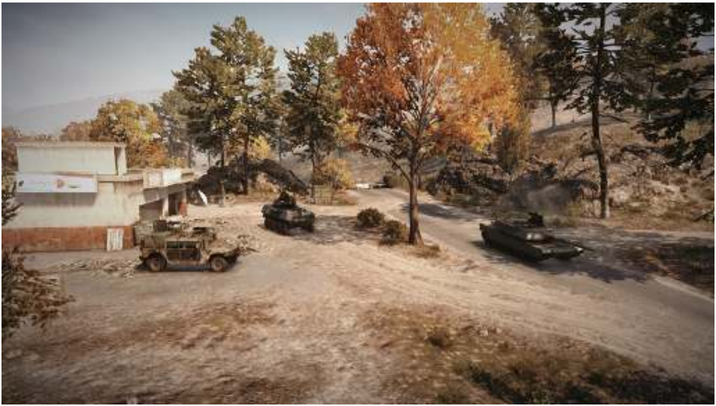




Click here for interactive maps

In this larger Conquest variant, the map gets even larger, with two more control points added to the south side of the map. The addition of these new control points significantly shifts the geographical balance of power in favor of the RU team. By locking down the Outpost (D), Senate (E), Main Floor (F), and Construction Site (G), the RU team can consolidate their forces on the south side of the map while draining the US team's ticket count. The US team still stands the best chance of maintaining control of the north side of the city, but holding the City Entrance (A), Market (B), and Downtown (C) is no longer sufficient to guarantee a win. So in addition to controlling the north half of the city, the US team must take the fight to the south side, and hopefully capture at least one more control point in the process. The Outpost (D), located on the east side of the Palace, is one of the most valuable control points on the map; it produces an extra tank for both teams. Therefore both teams should make an effort to capture and hold this vital control point. With up to three tanks and two IFVs patrolling the map at any given time, each squad should have at least one engineer ready to dish out damage and conduct repairs. With the exception of the Senate (E), vehicles play a crucial role in securing and defending the control points in this battle. So don't let the vehicles spawned back at your team's base gather dust—move them to the front lines where they can make a difference.

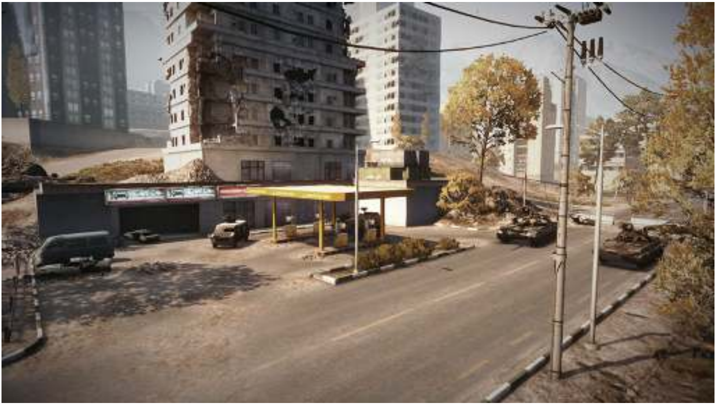
US Base



Base Assets				
Name	**Rhino**	**Phoenix**	**LAV-25**	**M1 Abrams**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers and the LAV-25 can carry six. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) and the LAV-25 takes the Outpost (D). Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing the three northern control points as well as the Outpost (D), thereby instantly draining the RU team's ticket count. By holding four out of the seven flags, the US team doesn't need to even approach the Palace. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams and LAV-25 in the fight is particularly important.

RU Base

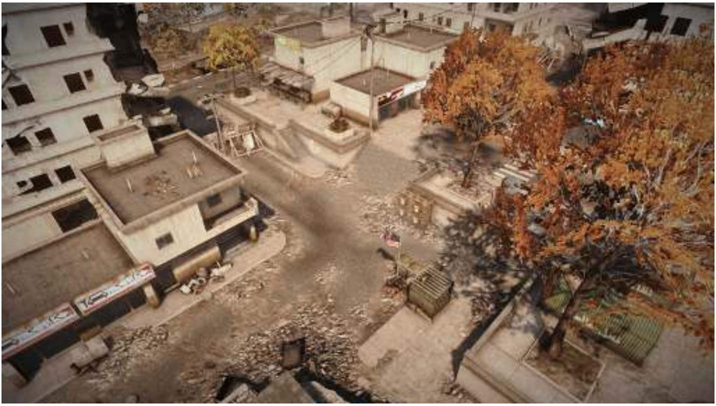


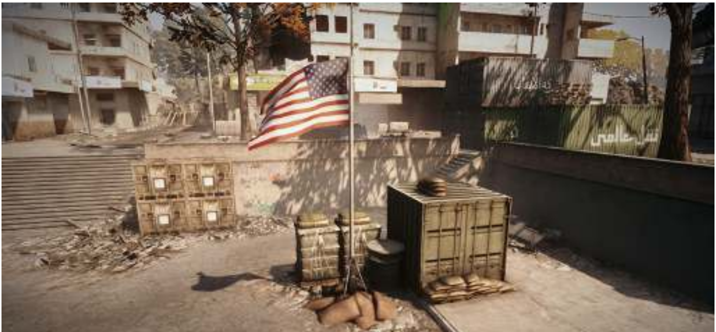
Base Assets

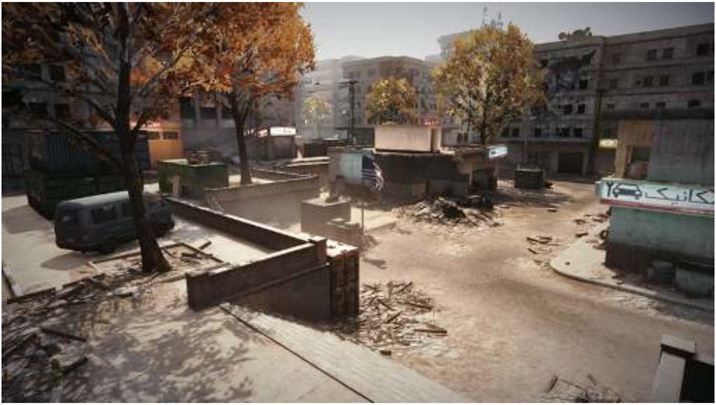
Name	Rhino	Barsuk	BMP-2M	T-90A
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

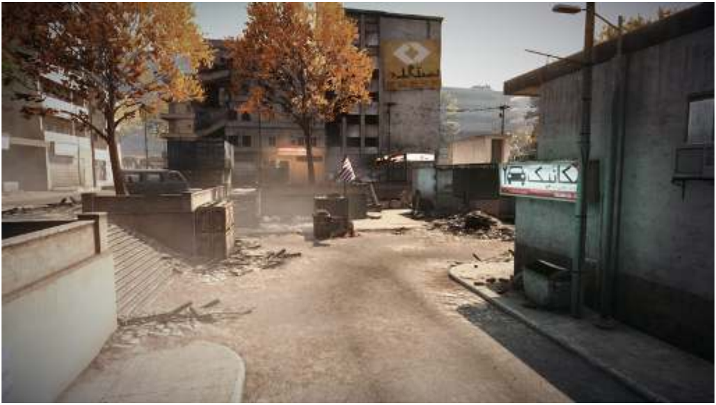
Spawning from a gas station on the southwest edge of the city, the RU team begins the battle from a slight geographic advantage. Early on, the RU team should rush to secure the four control points on the south side of the map. So at the start of the battle, while a couple of squads secure the nearby Construction Site (G), the rest of the team should make an aggressive push toward the Main Floor (F), Senate (E), and Outpost (D). Use speedy vehicles like the Rhino and Barsuk to reach the distant Outpost (D) while the BMP-2M drops off troops at the Palace to secure the Main Floor (F) and Senate (E). If the RU team moves out quickly, they stand a good chance of locking down the south side of the map while bleeding the US team's ticket count. But don't expect the US team to completely forfeit the southern half of the map. Keep squads posted at each of the southern control points full-time. Also, keep moving new vehicles from the base to front line positions at the Palace and Outpost (D). Use tanks and the BMP-2M to cover the street on the north side of the Palace. Treat this street as a border, and engage any US units that attempt to cross it.

A: City Entrance







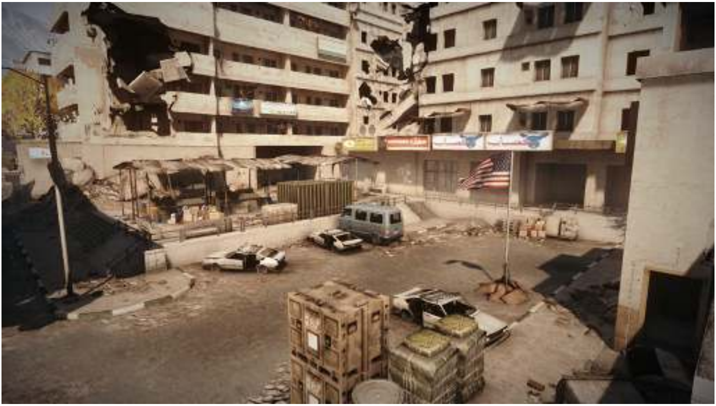


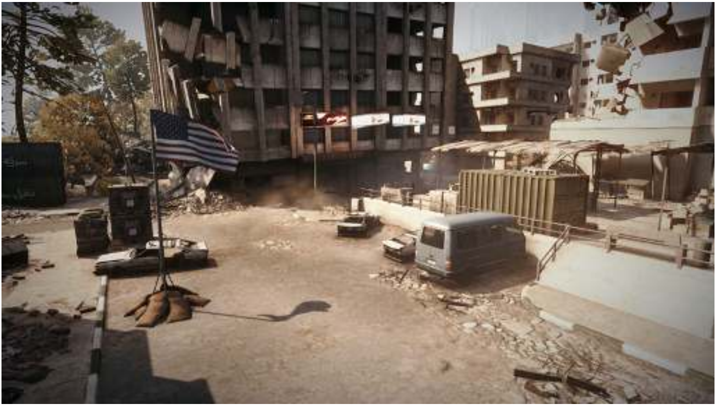
The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding onto, so make sure at least one squad stays behind to guard it.

Tip

Use of the rooftops overlooking the City Entrance (A) and Market (B) to cover teammates as they capture the flag. Grenade launchers are very effective when engaging opponents below.

B: Market





The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it’s a key piece of the control point triangle on the city’s north side. Like the City Entrance (A), the control point produces no vehicles for either team. But that shouldn’t deter either team from attempting to capture and hold this location. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn’t much cover for infantry within the flag’s capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot’s entrance. Since there aren’t too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. If the opposing team holds the Outpost (D), expect a constant flow of attacks from the south. Opponents spawning at the Outpost (D) have access to a tank, so engineers may be necessary when defending this flag.

C: Downtown

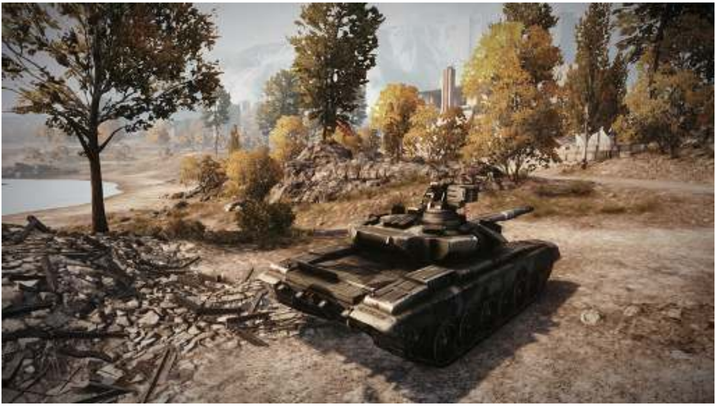
TRAVEL AGENT

Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (E). The US should rush this location at the outset of the match and reinforce it with their M1 Abrams. Once captured, the control point is relatively easy to defend thanks to the exposed flag, which stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, and they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush. The control point produces a light vehicle for both teams; they spawning in the barricaded street to the west.

D: Outpost

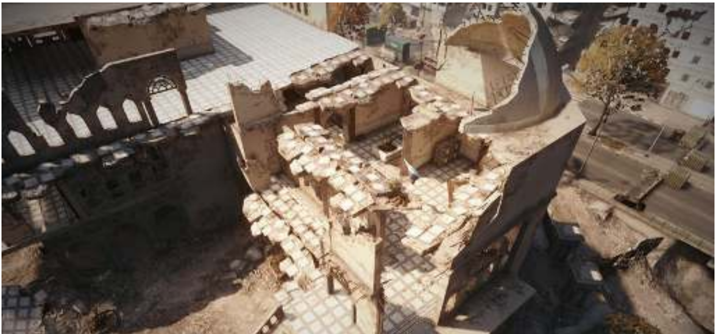


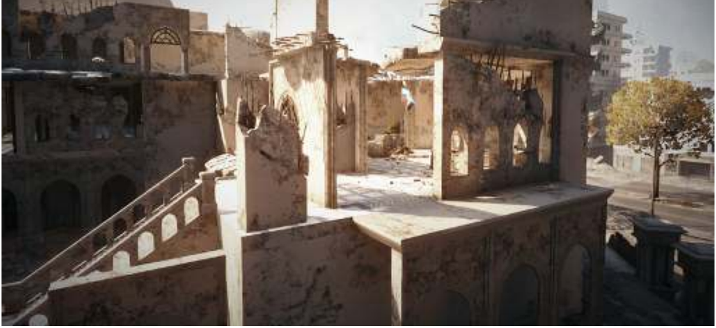
Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	T-90A (1)	50 sec.

The Outpost (D) is a rocky hilltop control point located directly east of Azadi Palace. Surrounded by tall trees and adjacent to a serene lake, this undeveloped area offers a nice change of scenery, free of rubble and destruction. But the great view isn’t the only reason to secure this flag. The Outpost (D) is the only control point that produces an extra tank for each team. In a close match, gaining access to another tank can make a huge difference. So both teams should make an effort to capture and hold this location. The flag is positioned atop a rocky hill that is easily accessed by vehicles traveling along the dirt road on the south side. Although rocky, the north face of the hill features a narrow trail that infantry can climb to reach the top of the hill. The trees and a few crates clustered around the flagpole offer decent cover and concealment for infantry gathered within the flag’s capture radius. The hilltop’s elevation also makes it easy for defenders to spot incoming attacks, whether approaching from the Palace or the Market (B) to the north. If the opposing team holds the Market (B), consider taking up positions along the street to the north and ambushing the attackers as they scramble up the rocky north side of the hill.

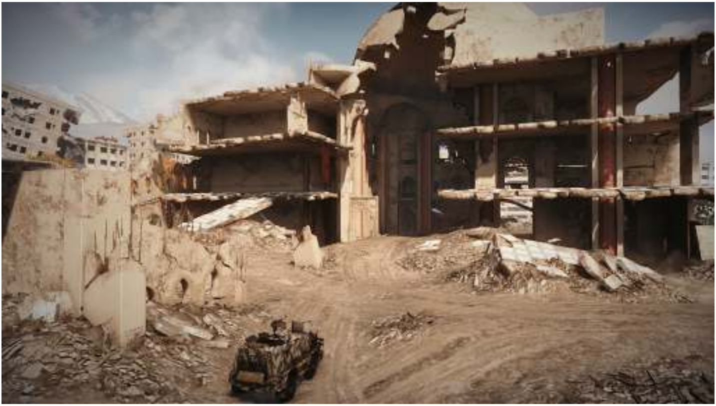
E: Senate

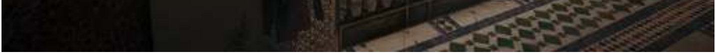




This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

F: Main Floor



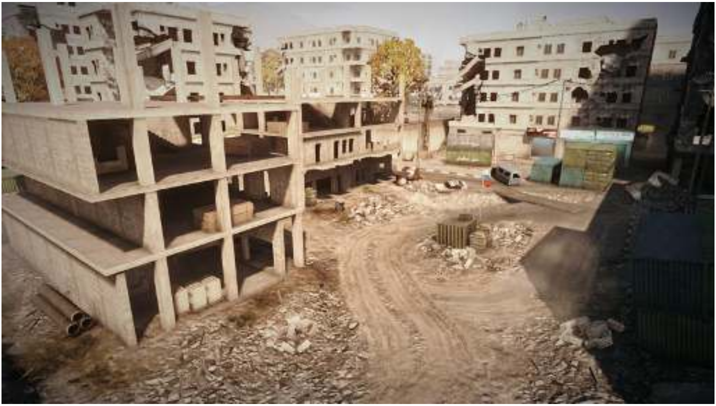


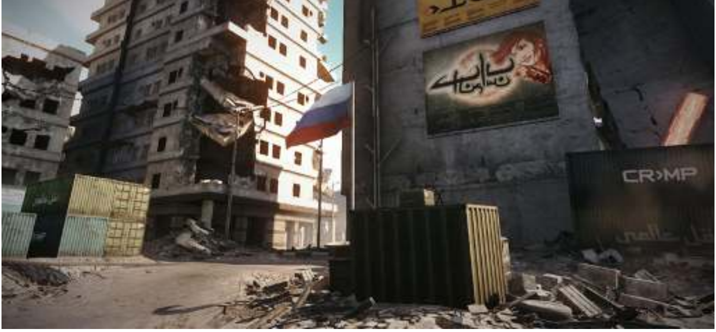
Control Point Assets

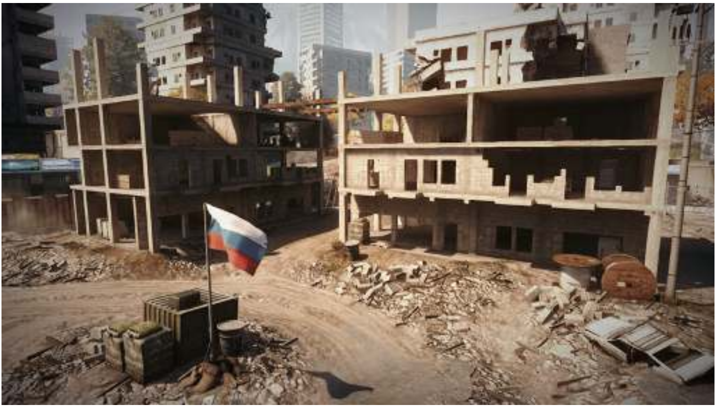
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

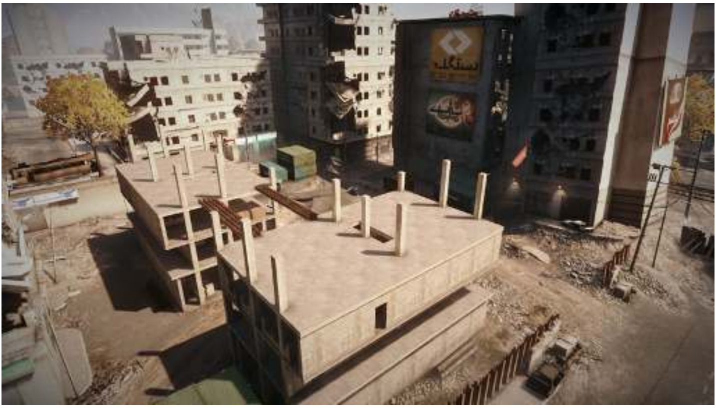
This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (F) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, so attackers are largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (F) produces light vehicles for both teams; they spawn outside the Palace to the south.

G: Construction Site

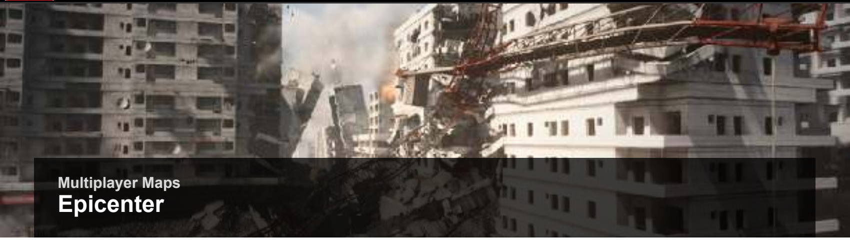








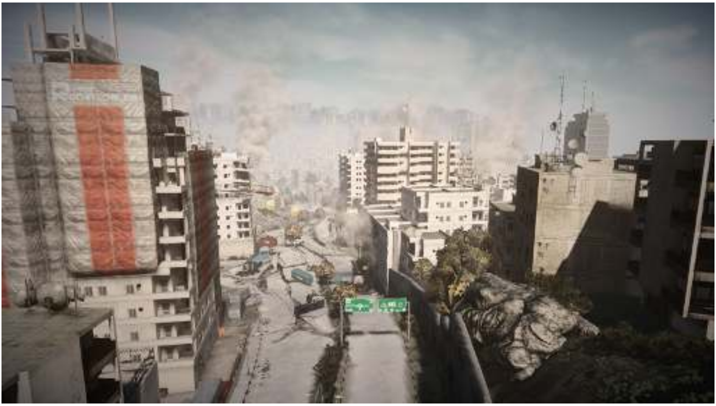
The Construction Site (G) is located in a residential area of the city directly west of the Palace. Because it is situated only a few meters from the RU Base, the RU team stands the best chance of capturing and controlling this location throughout the match. But given it’s somewhat isolated position on the western side of the map, this control point is rarely defended, so US troops have the chance to sneak in and convert the flag without facing stiff resistance. However, the US team shouldn’t expend many resources on holding this position for any significant amount of time. The Construction Site (G) produces no vehicles for either team, and given this control point’s proximity to the RU Base, it’s only a matter of time before the RU team strikes back with their tank and IFV. So, for the US team, it’s best to capture the flag and move on to another control point. However, if the US team has managed to capture all seven flags, forming a defensive line at the Construction Site (G) can be an effective way to trap the RU team at their base. The two partially constructed buildings west of the flag have fared much better than the surrounding structures, and infantry can access all three floors. With so many elevated overwatch positions within these two buildings, the flag is safest to capture from within a tank or IFV. Still, troops on the ground can find some cover within the capture radius by ducking down behind the crates next to the flag.

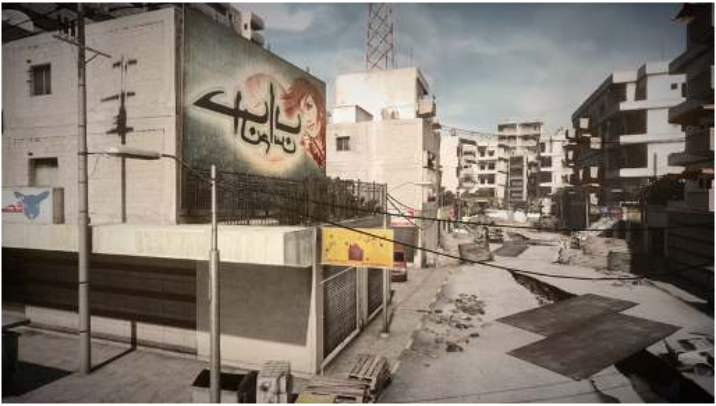


Multiplayer Maps

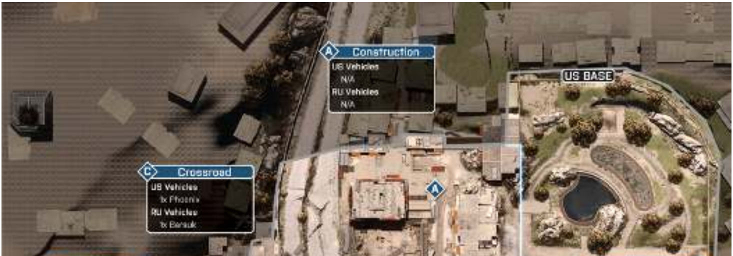
Epicenter

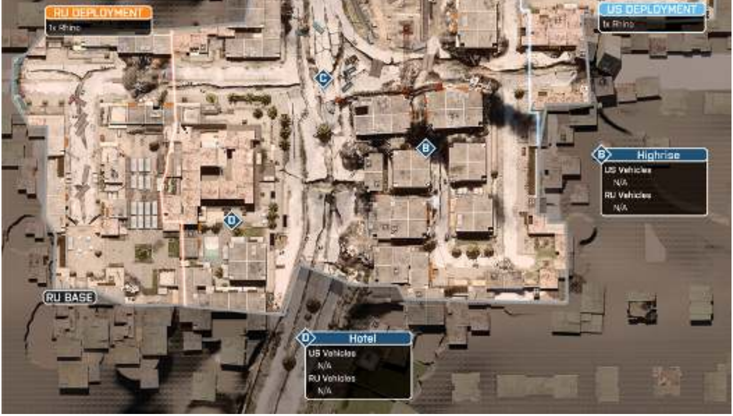
Epicenter





Conquest





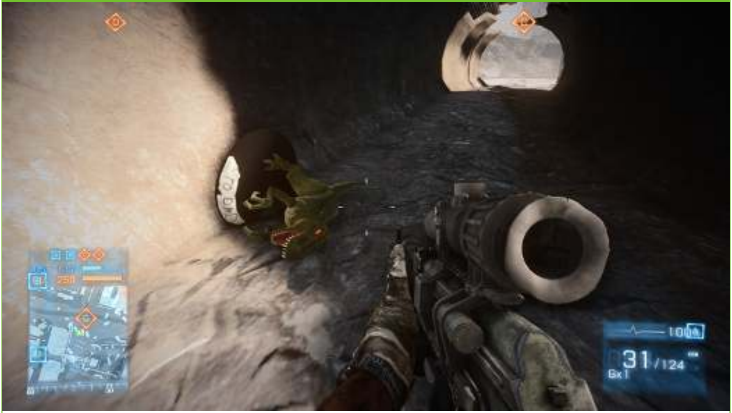
Click here for interactive maps

With only four flags up for grabs in this earthquake-devastated urban landscape, both teams need to move out fast to secure their respective sides of the battlefield. For the US team it means rushing troops to the nearby Construction (A) control point while using the Rhino to secure the Highrise (B). On the opposite side of the map, the RU team needs to rush infantry to the Hotel (D) while their own Rhino transports troops to the Crossroad (C). With each team controlling two flags, the battle becomes a stalemate, resulting in the draining of no tickets. So to bleed the opposing team's ticket count, both teams must look for opportunities to secure at least a third flag. The Construction (A) and Hotel (D) control points are usually out of play, given their close proximity to each team's base. So that often leads to heavy fighting over the Highrise (B) and Crossroad (C) control points. If your squad simply shuttles between these two points, you can greatly increase your team's chance of securing a victory.

Note

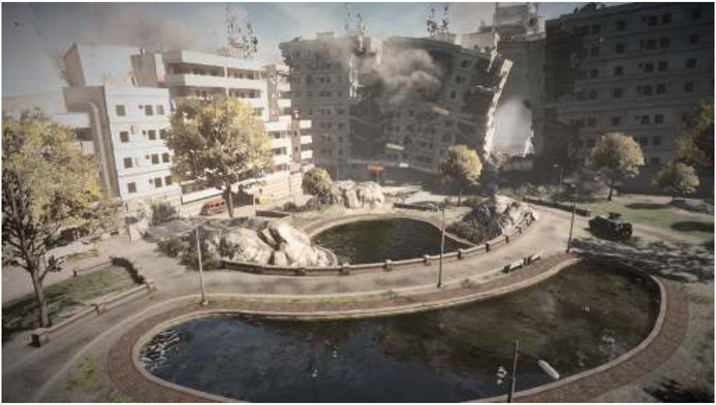
The Epicenter map is occasionally rocked by randomly generated aftershocks in all game modes. During the aftershock, your weapon sways uncontrollably for a few seconds. Unless engaging opponents at close range, consider holding your fire until the earth stops shaking—accuracy is reduced significantly during an aftershock.

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.

US Base



Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Crossroad (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand, as well as an extra vehicle. While the Rhino and its crew head for the Crossroad (C), the rest of the team should sprint to the Construction (A) and Highrise (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the four control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base

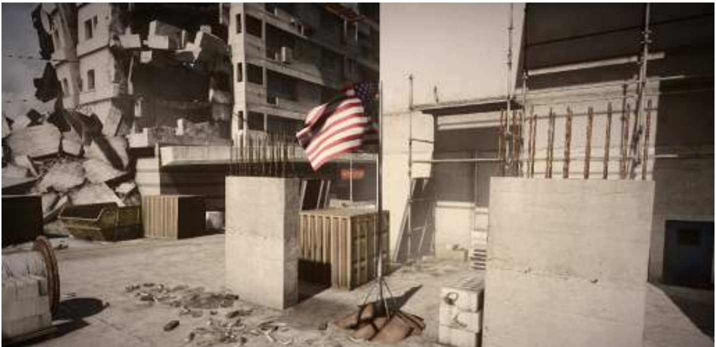
المواد
OOD STUFF
convenience
مغارة

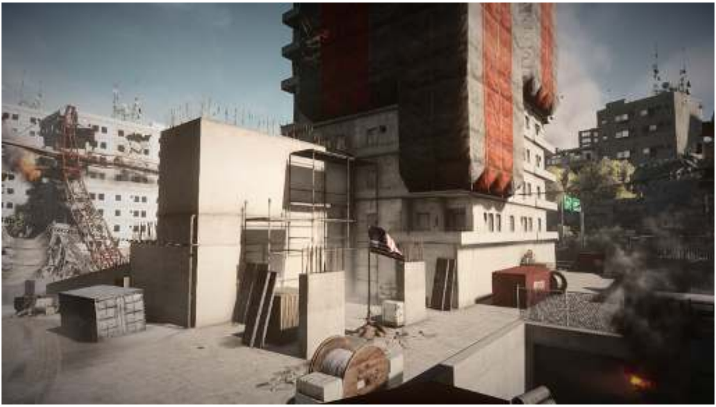
Base Assets

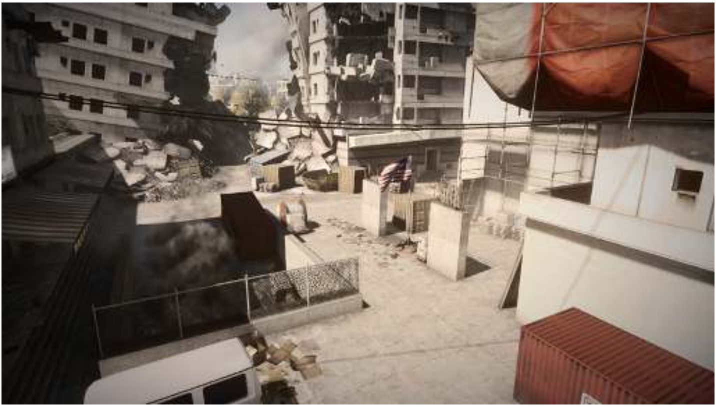
Name	Rhino
Quantity	1
Respawn Time	30 sec.

Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (D) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Crossroad (C) control point before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (D) and Crossroad (C) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (C), the Rhino is an ideal weapons platform that's perfect for targeting US troops rushing in from the east.

A: Construction







Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, which makes it relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, giving attackers and defenders plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth noting. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel that runs beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

B: Highrise

Located only a few meters from the Construction (A) and Crossroad (C) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It’s best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (C) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

C: Crossroad

CRIMP
CRIMP

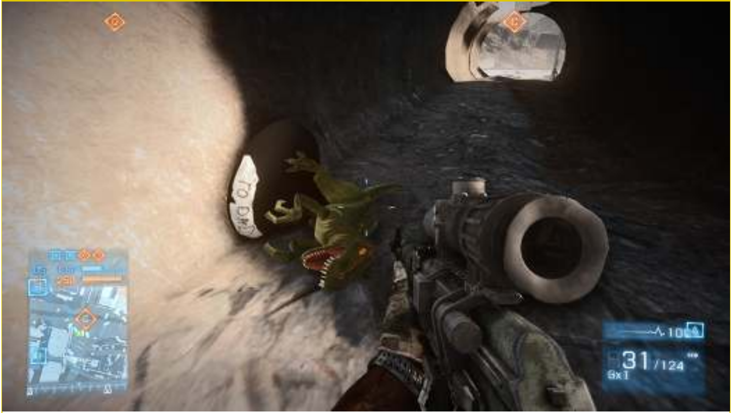
HOTEL
CR>MP
CR>MP
CR>MP

Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As the only control point that produces a vehicle for each team, the Crossroad (C) is usually the most contested flag on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (D) and firing down on opponents in the sinkhole.

Note

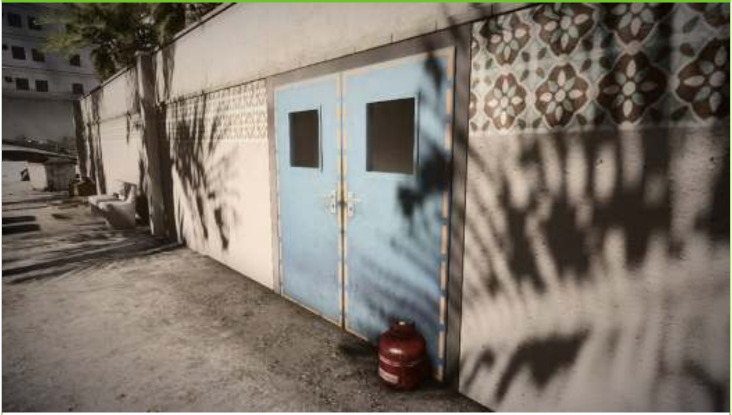


Remember the dinosaur figurine from the Thunder Run mission in the campaign? Crawl through the drainage pipe directly north of the Crossroad (C) flag to find this misplaced T-Rex. Move next to the dino to earn the Charlie Will Bite Your Finger achievement/trophy.

D: Hotel

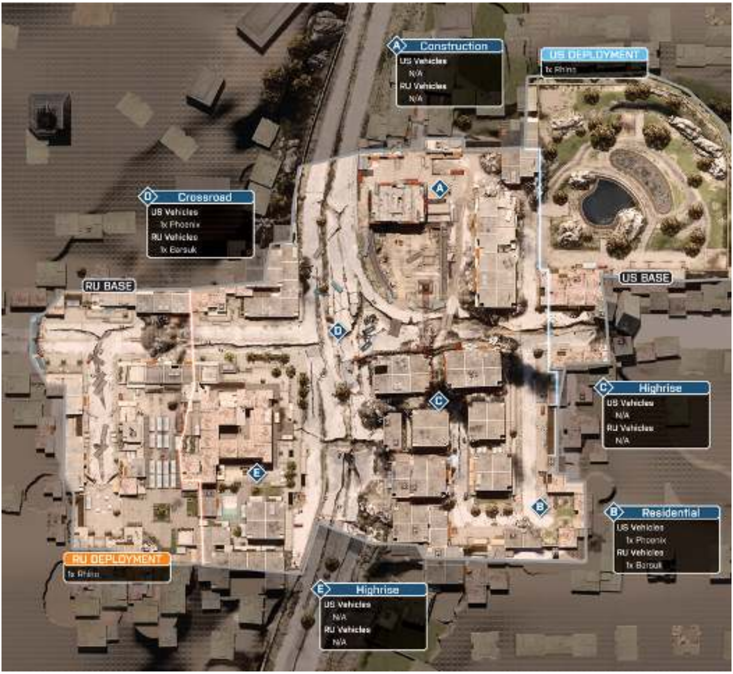
Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position. This often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (C) control point to the east.

Tip



Shoot the red gas tank next to these blue doors to gain access to the maintenance corridor leading to the Hotel’s lobby.

Conquest 64



Click here for interactive maps

In this larger Conquest variant, the map is the same size and only one extra control point has been added bringing the total number of flags to five. As a result, both teams should strive to carve out their territory by capturing and holding no fewer than three flags to bleed the opposing team’s ticket count. For the US team, it makes the most sense to form a defensive line along the eastern part of the city by holding the Construction (A), Residential (B), and Highrise (C) flags. While the RU team has no problem capturing the Hotel (E) and Crossroad (D), securing a third flag can sometimes be problematic—go for the Residential (B) or Highrise (C) control points. When playing on a full server with 64 players, this moderately sized map becomes very crowded and chaotic. But resist the urge to run around, hopscotching from one flag to the next. Instead, make a concerted effort to defend the flags your team has captured. By utilizing the narrow alleys and cramped streets as choke points, a single squad should have no problem locking down each control point. The Highrise (C) and Crossroad (D) are the most hotly contested, so never let these flags get captured without putting up a fight.

US Base

Base Assets	
Name	**Rhino**
Quantity	1
Respawn Time	30 sec.

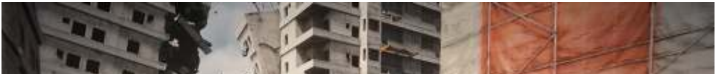
The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Highrise (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand. While the Rhino and its crew head for the Highrise (C), the rest of the team should sprint to the Construction (A) and Residential (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the five control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

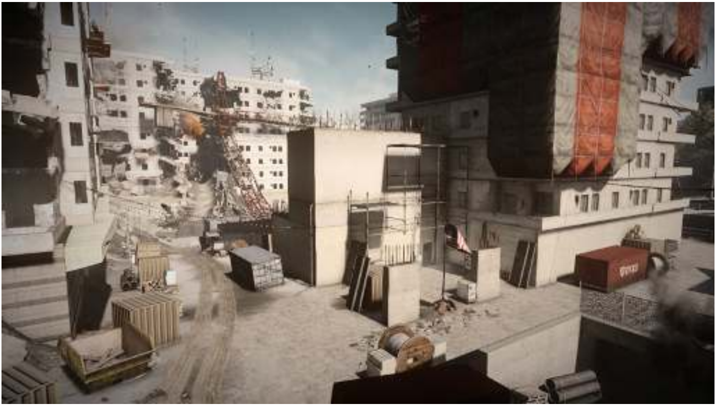
RU Base

Base Assets	
Name	**Rhino**
Quantity	1
Respawn Time	30 sec.

Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (E) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Highrise (C) or Residential (B) control points before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (E) and Crossroad (D) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (D), the Rhino is an ideal weapons platform that is perfect for targeting US troops rushing in from the east.

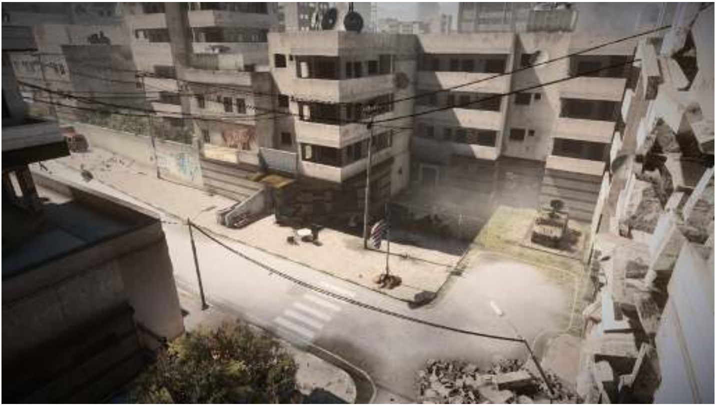
A: Construction





Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, so it is relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, so attackers and defenders have plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth nothing. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel running beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

B: Residential

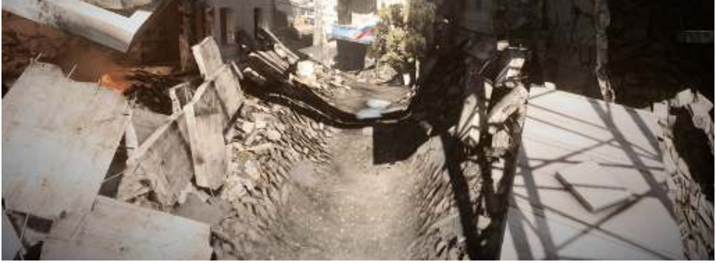


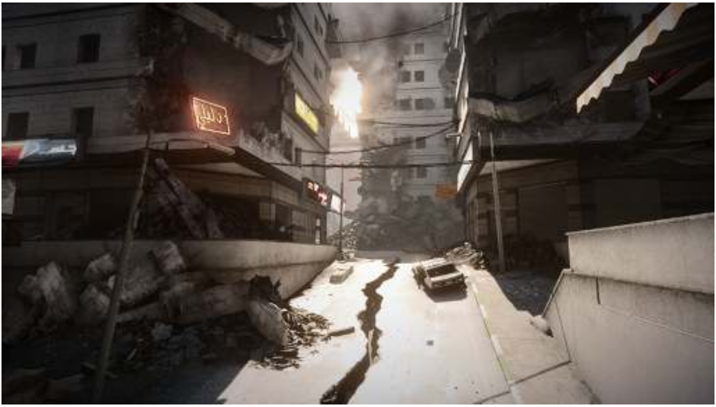
Control Point Assets

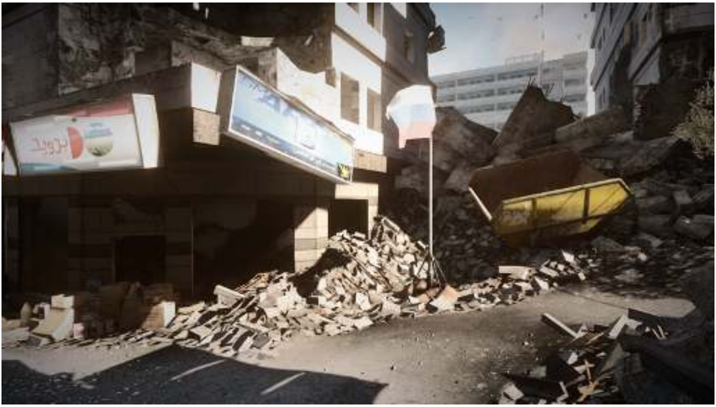
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This quiet neighborhood is tucked away in the southeast corner of the map, somewhat isolated from the heavy fighting taking place in the city core. Located just south of the US Base, the US team has a good chance of capturing and exerting control over this control point throughout the match. The flag is positioned on a sidewalk adjacent to an intersection, so it is easy for both infantry and vehicles to capture. The adjoining streets are relatively free of debris and rubble, which makes it easy to approach the flag in a vehicle, whether traveling from the north or west. These streets also provide long, unobstructed sight lines that are ideal for sharpshooters. As a result, it's safest to approach this flag in a vehicle, particularly when the control point is defended by the opposing team—just watch out for mines and other booby traps. Both teams gain access to an extra vehicle by controlling this flag, so it is worth the effort to hold this position. Instead of driving off into the city, use the Phoenix or Barsuk deployed here to help deter attacks on this control point. The weapons mounted on these vehicles are ideal for engaging opponents traveling along the nearby streets. Or park the vehicle near the intersection to the north and engage the cross traffic in the map's center.

C: Highrise

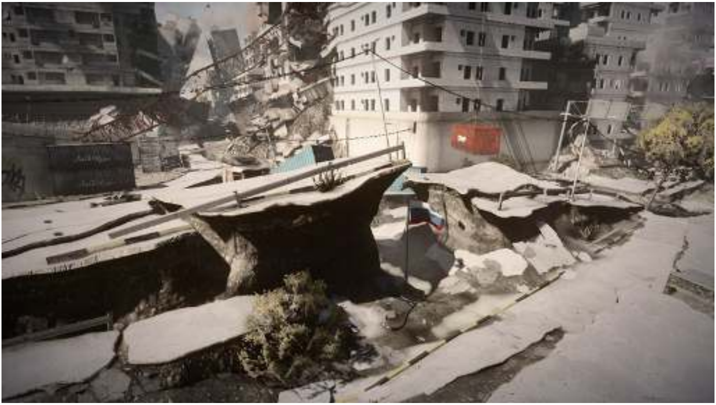


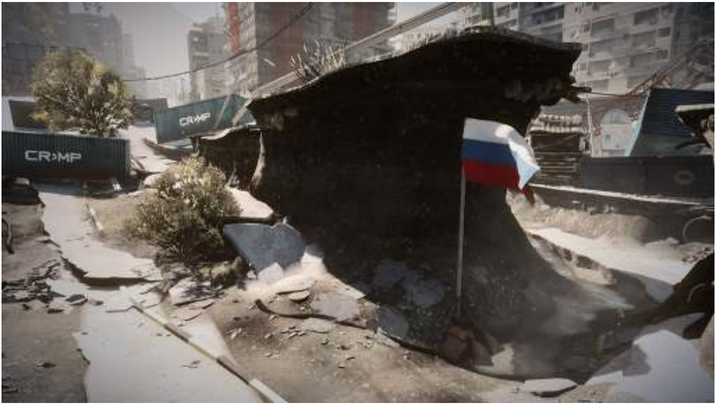


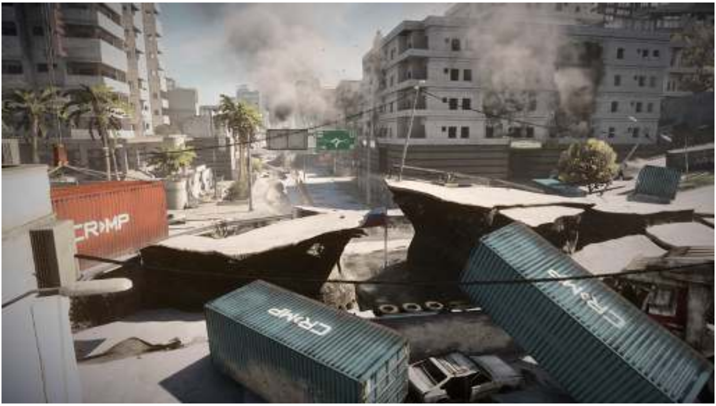


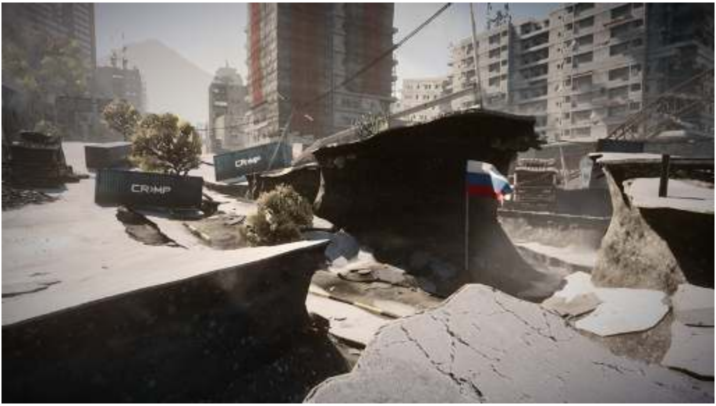
Located only a few meters from the Construction (A), Residential (B), and Crossroad (D) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It’s best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (D) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

D: Crossroad









Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

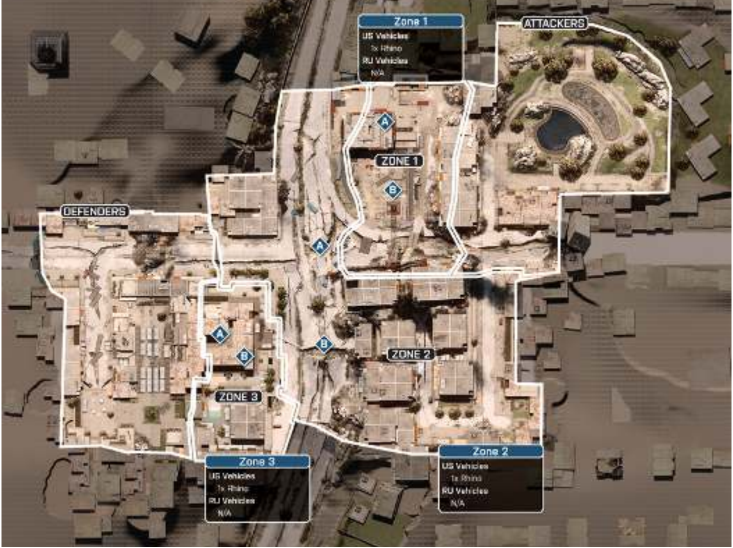
The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As one of only two control points that produces a vehicle for each team, the Crossroad (D) is one of the most contested flags on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (E) and firing down on opponents in the sinkhole.

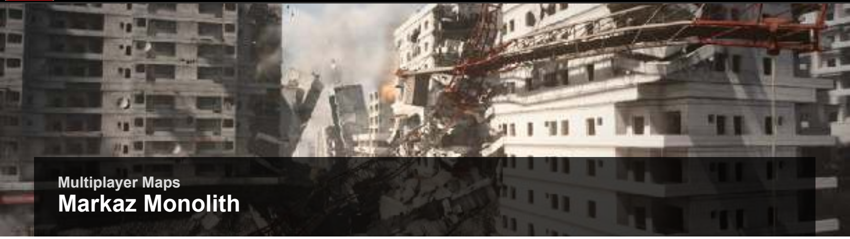
E: Hotel

TEHRAN
HOTEL

Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position, which often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby, north of the flag. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (D) control point to the east.

Rush



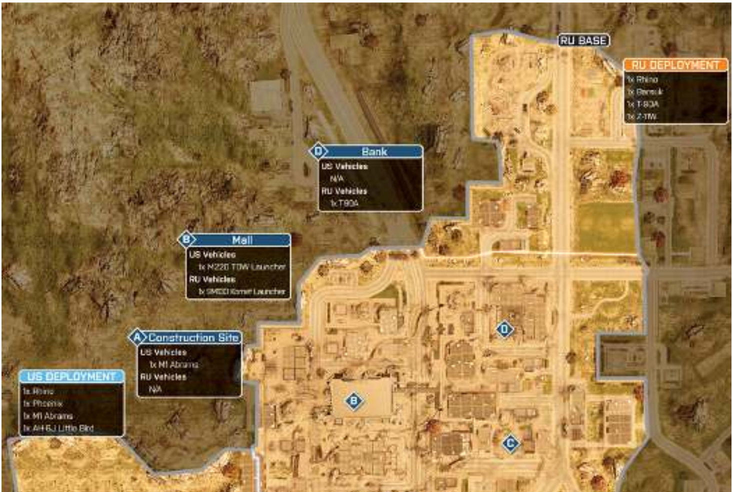


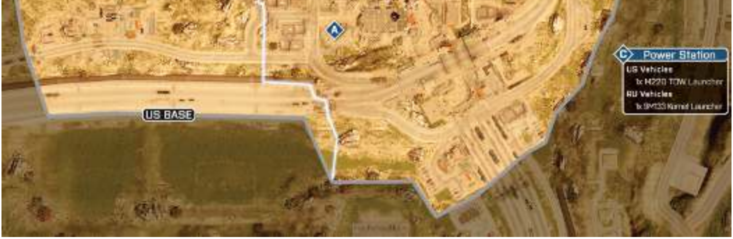
Multiplayer Maps

Markaz Monolith

Markaz Monolith

Conquest





Click here for interactive maps

This once-bustling commercial district is now the site of an intense conflict, with the US team pushing in from the southwest while the RU team advances from the northeast. With only four flags up for grabs, the battle can sometimes result in a stalemate, with the US controlling the Construction Site (A) and Mall (B) on the west side and the RU team holding the Power Station (C) and Bank (D) on the east side. To avoid a grinding battle of attrition, both sides should attempt to capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. While there are plenty vehicles available on this map, the heavy lifting is usually accomplished by infantry given the flag placement and difficult, urban terrain. At any given time there can be up to four tanks roaming these city streets, so squads from both sides should field a few engineers to counter these threats. The scout helicopters are most effective as troop transports, particularly during the opening moments of the match. But these helicopters can also help knock out enemy tanks, particularly if armed with Guided Missiles.

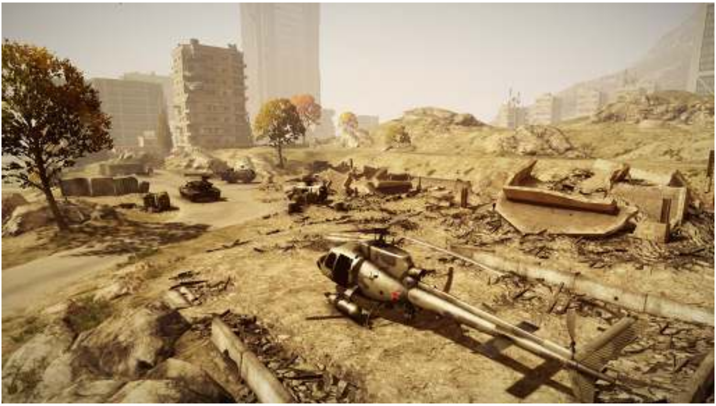
US Base

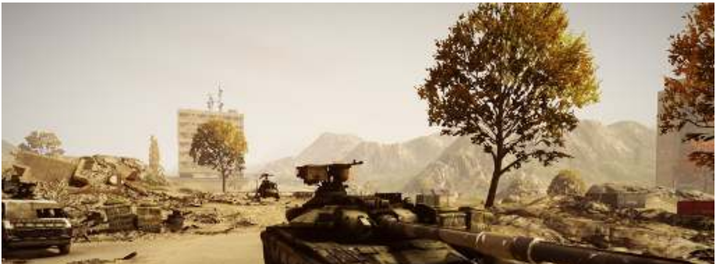
Base Assets

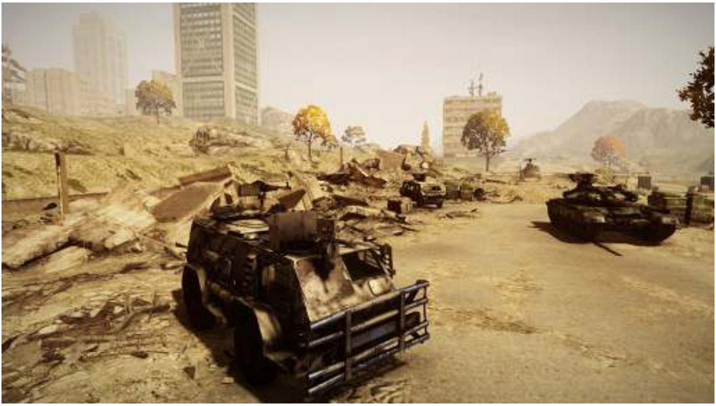
Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

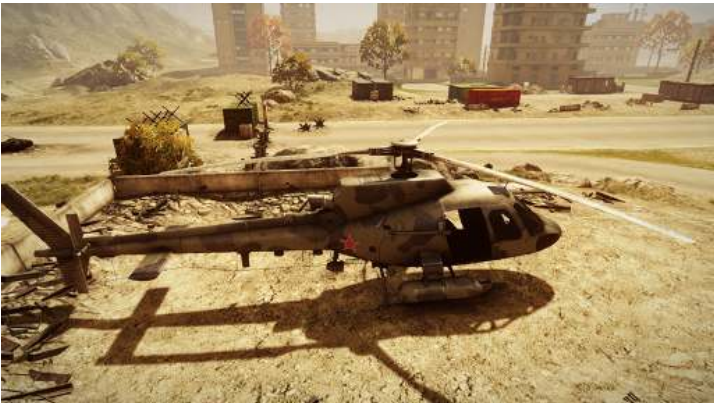
The US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Power Station (C). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopter. This location spawns the bulk of the US team's vehicles making them tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base





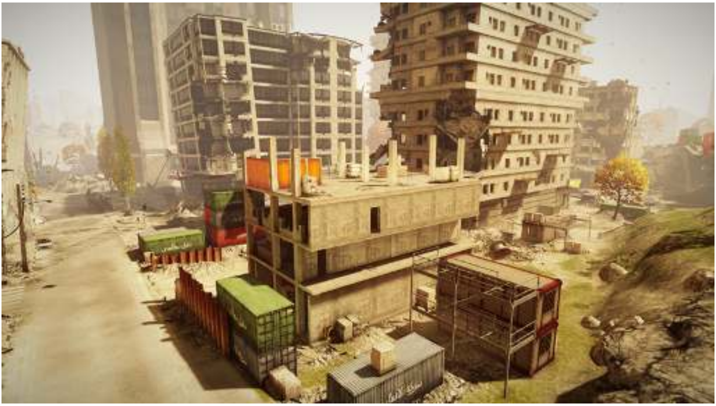




Base Assets				
Name	**Rhino**	**Barsuk**	**T-90A**	**Z-11W**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU team must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (D) and Power Station (C). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) before the US team can take control of this critical control point. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base, so make an effort to spawn here and move them to the front lines.

A: Construction Site

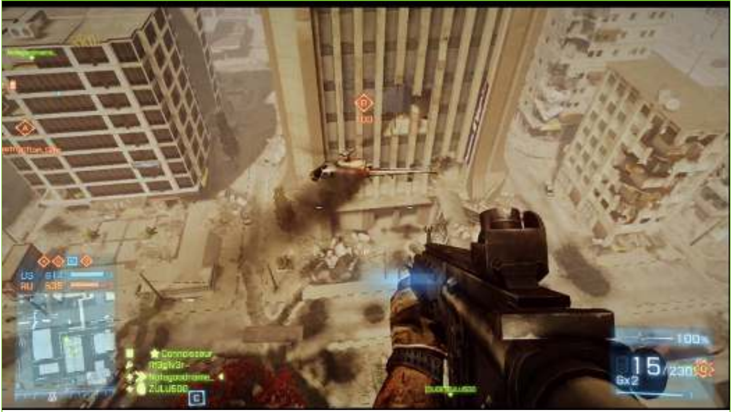


Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	—	50 sec.

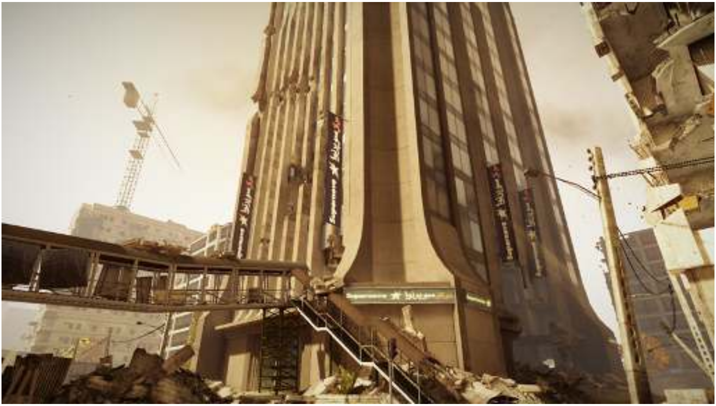
Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the battle. But the US team shouldn't take this flag for granted since it produces an extra M1 Abrams that spawns in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, so it's easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

Tip



Land a helicopter on one of the rooftops for an elevated vantage point overlooking objectives and the surrounding combat area.

B: Mall



Control Point Assets

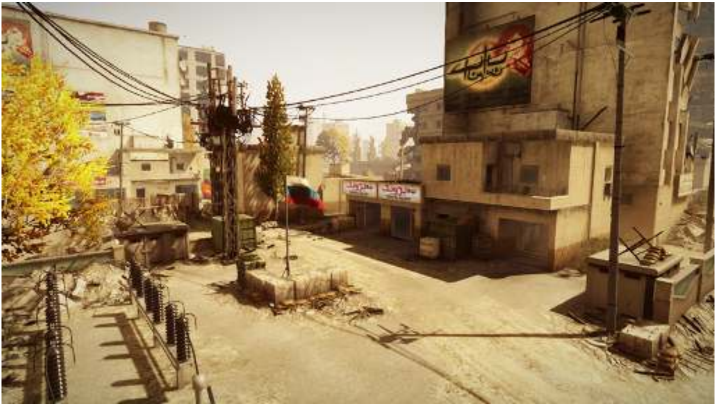
US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, allowing you to capture the flag without stepping onto the ground floor. In this mode, the Mall (B) produces only an anti-tank launcher located on the east side.

Note

Unlike the other structures on the map, the roof of the Mall (B) cannot be accessed by infantry. The structure towers above the playable ceiling accessible by helicopters. So if you're looking to snipe or base jump, you'll need to do it from the rooftops of the neighboring buildings.

C: Power Station



Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Only producing an anti-tank missile launcher for each team, this control point is sometimes overlooked. But with only four flags on the map, the Power Station (C) is always worth capturing and defending. The flag is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

D: Bank

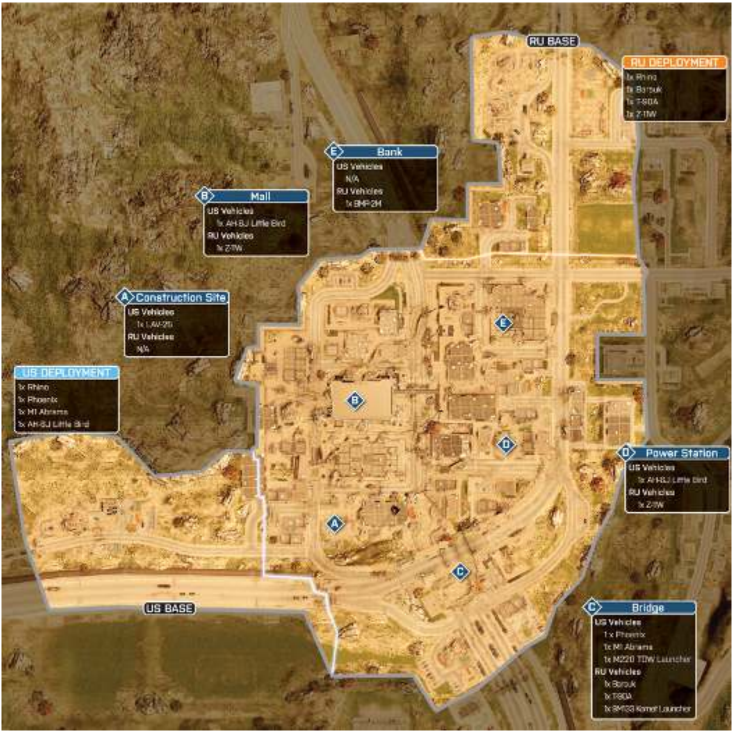
convenience مغازه

Control Point Assets

US Control	RU Control	Respawn Time
—	T-90A	50 sec.

Directly south of the RU Base, the Bank (D) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (D) produces a T-90A tank (that spawns to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points. The US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

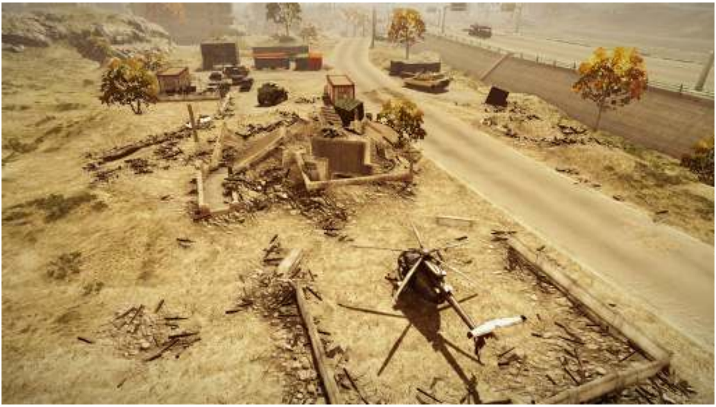
Conquest 64

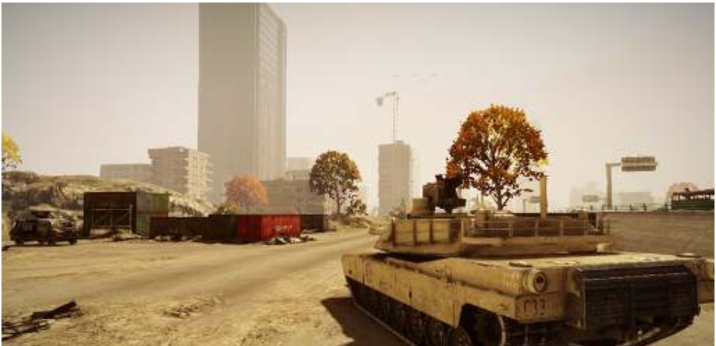


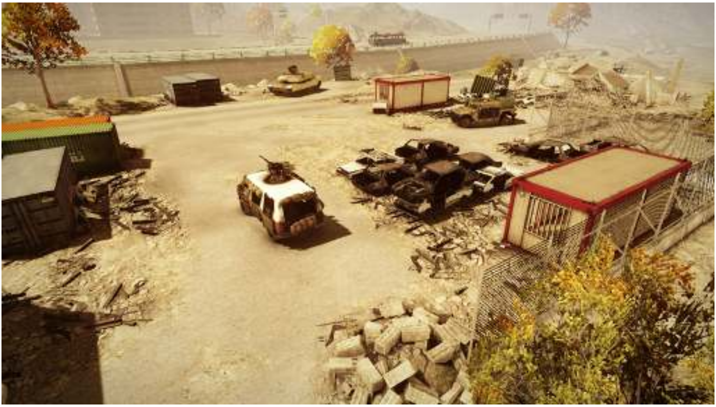
Click here for interactive maps

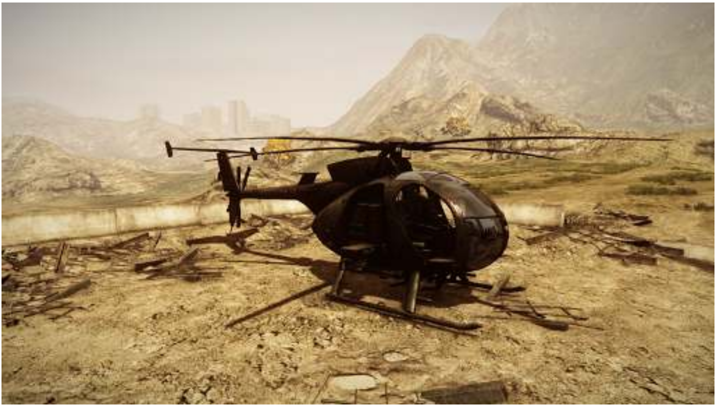
In this larger scale variant of Conquest the map expands to include the Bridge (C) control point on the southern edge. There is also a significant increase in air traffic thanks to the additional scout helicopters spawned at the Mall (B) and Power Station (D). With a total of five flags on the map, both teams should try to capture and hold at least three of them in order to drain the opposing team's tickets. For the US team it makes the most sense to center their efforts around the Construction Site (A), Mall (B), and Bridge (C) to give them a solid footing on the west side of the map. Meanwhile, the RU team should focus their efforts at the Bank (E), Power Station (D), and Bridge (C) to consolidate their influence on the city's eastern side. Of course, if manpower allows, look for opportunities to capture more than three flags. But given each team's access to scout helicopters, it's important to keep defenders posted at each control point that your team holds. The scout helicopters make it easy to stage breakout attacks by air-dropping troops at any point on the map. So even if your team captures all five flags, don't expect to lay siege to the opposing team's base unless you have a way to shoot down their scout helicopter.

US Base







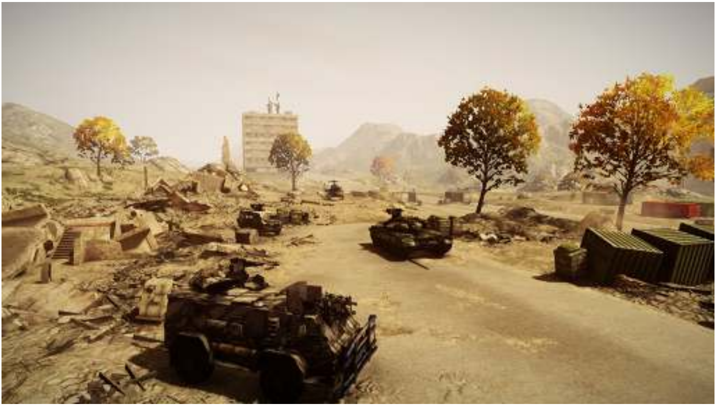


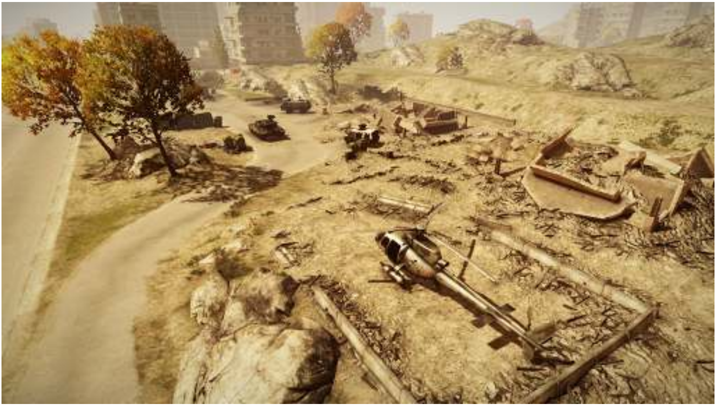
Base Assets

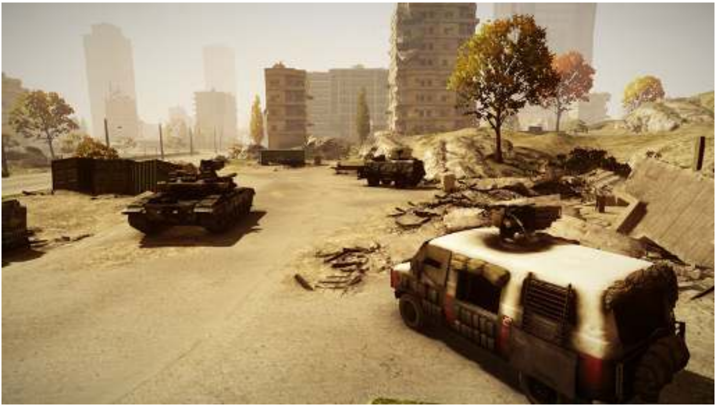
Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

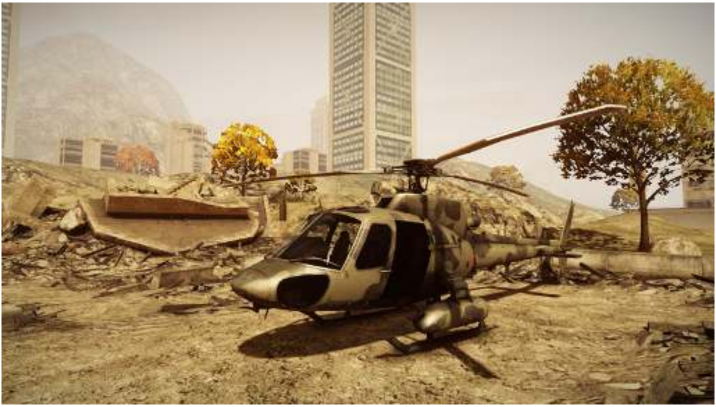
As in the smaller variant, the US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Bridge (C) or Power Station (D). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopters. This location spawns the bulk of the US team’s vehicles, and they are tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base







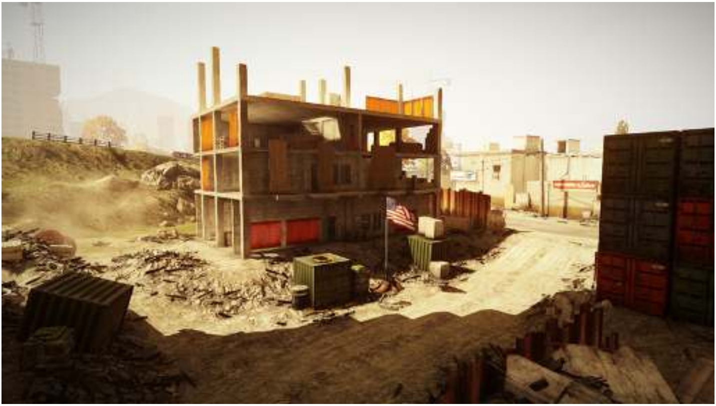


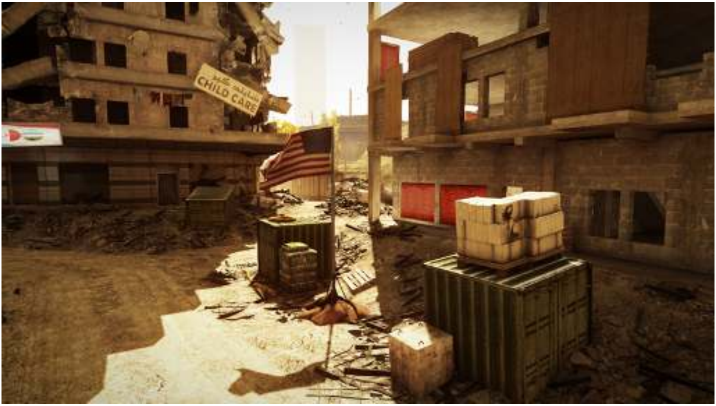
Base Assets

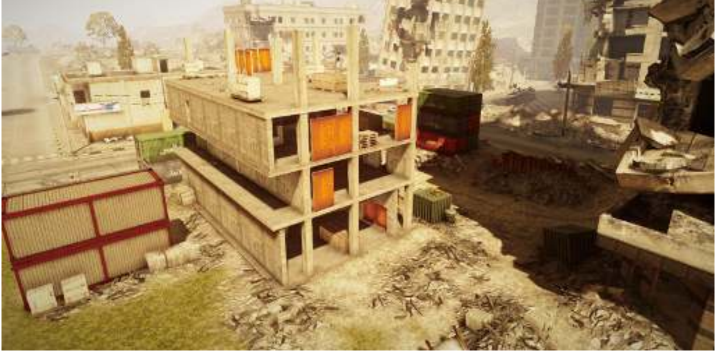
Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and it spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (E) and Power Station (D). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) and Bridge (C) before the US team can take control of these critical control points. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base so make an effort to spawn here and move them to the front lines.

A: Construction Site







Control Point Assets

US Control	RU Control	Respawn Time
LAV-25 (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the course of the battle. But the US team shouldn't take this flag for granted since it produces an LAV-25, spawning in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, making it easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

B: Mall

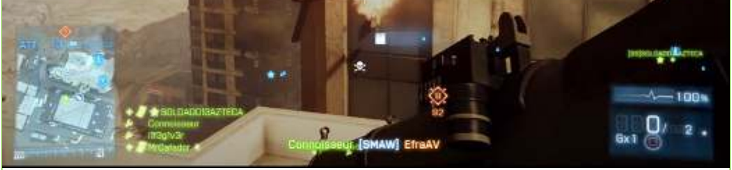
HOT
Supernova
Supernova

Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

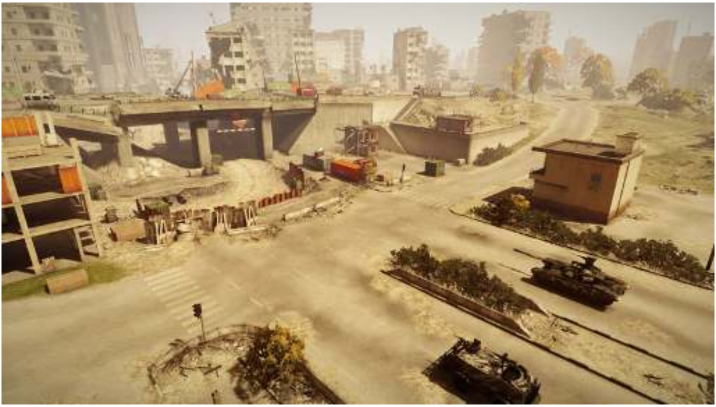
The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all the other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, so you can capture the flag without stepping onto the ground floor. The team who controls this flag gains access to an extra scout helicopter thatspawns on a rooftop to the west. Since this helicopter spawns so far from the flag, it can easily be captured (or booby trapped) by enemies.

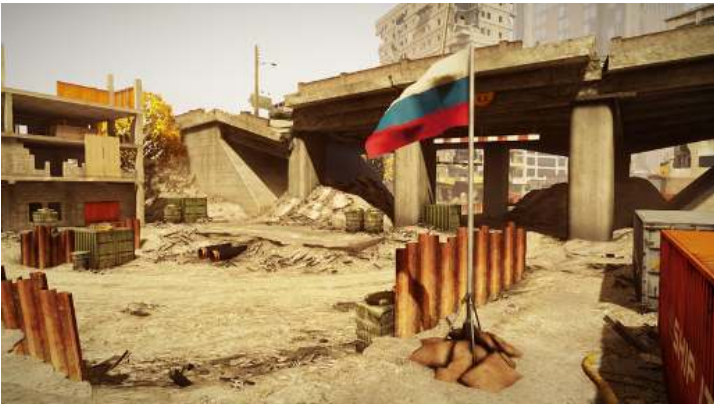
Tip

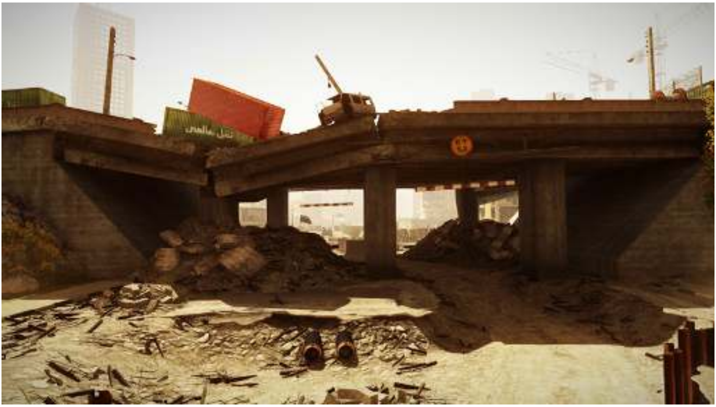


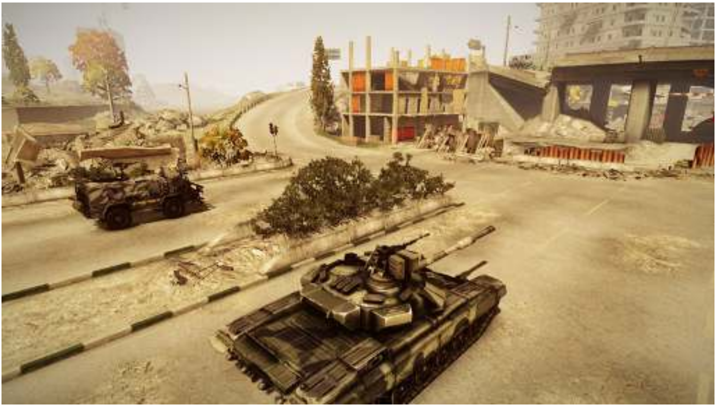
Many players neglect to keep an eye on the action occurring above them. There are many high ledges surrounding the Mall (B)—use these elevated points to your advantage and get the drop on opposing forces.

C: Bridge







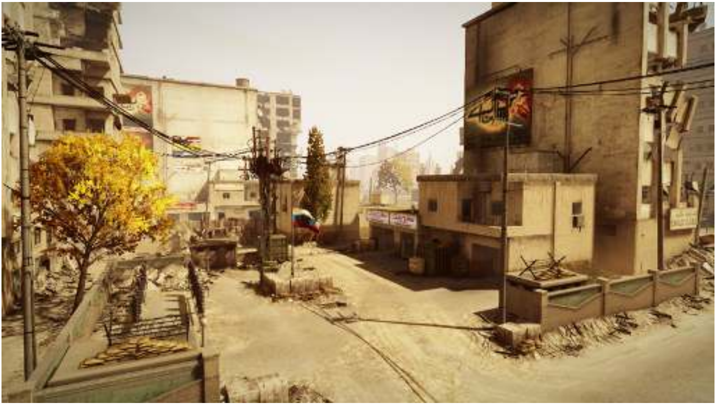


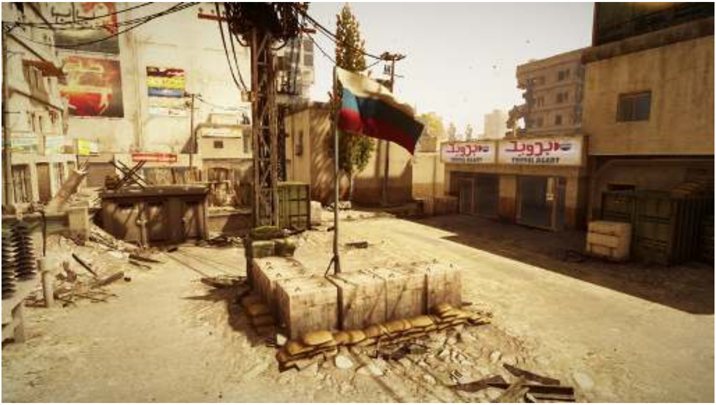
Control Point Assets

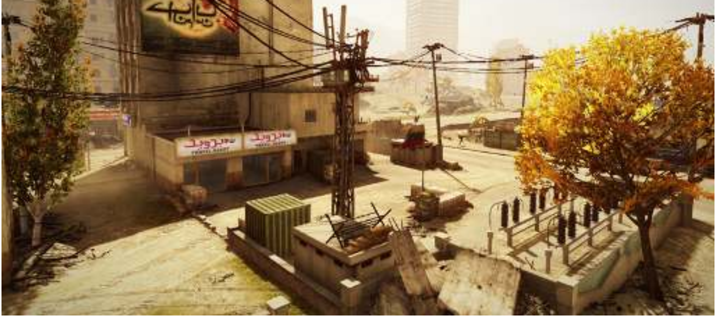
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.
M1 Abrams (1)	T-90A (1)	50 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

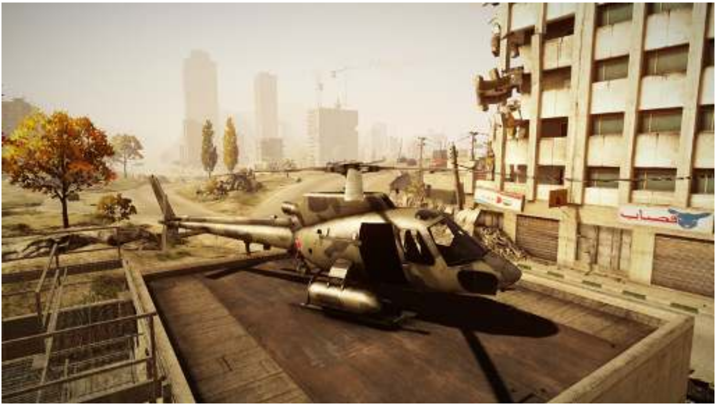
Tucked away on the southern edge of the map, the Bridge (C) is somewhat isolated from the heavy fighting occurring in the city's center. But the lure of gaining two more vehicles, including a tank, should make capturing and holding this flag a priority for both teams. The flag and its spawned assets are located on the south side of the heavily damaged span from which the control point gets its name. There isn't much cover near the flag itself, so consider capturing this flag from within an armored vehicle such as a tank or IFV. Several streets lead to this location, but attacks from the Construction Site (A) to the west, and the Power Station (D) to the east are the most common. When defending here, deploy as an engineer and drop mines near the flag while taking up an overwatch position in the partially constructed building to the west or on the bridge itself to the north. From these elevated positions, it's easy to engage enemy infantry and vehicles gathered near the flag. In addition to watching the flag, keep an eye on the vehicles spawned to the south—don’t let the enemy steal your tank!

D: Power Station









Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Like the Mall (B), this control point produces a scout helicopter for each team, which makes it a very popular control point. But this helicopter spawns far from the flag, on a rooftop to the east. This makes the helicopter relatively easy for the opposing team to steal or sabotage, so don't let it sit idle too long. Get it into the air and help out your team by transporting troops or strafing enemy infantry and tanks. The flag here is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

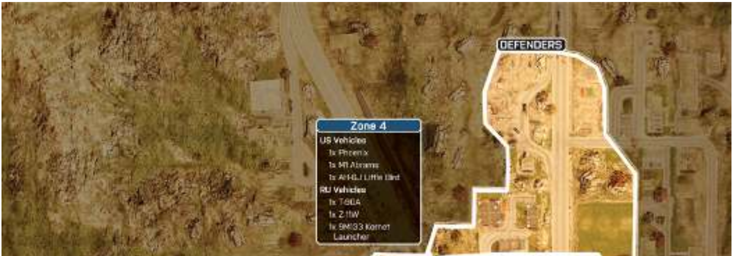
E: Bank

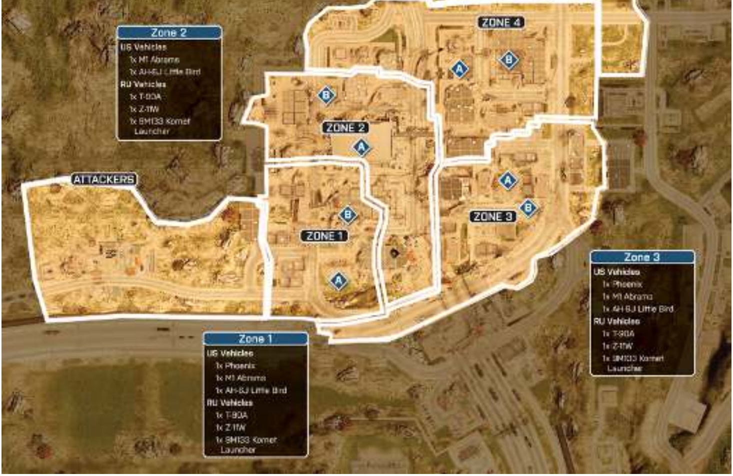
Control Point Assets

US Control	RU Control	Respawn Time
—	BMP-2M (1)	50 sec.

Located directly south of the RU Base, the Bank (E) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (E) produces a BMP-2M IFV (spawned to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points—the US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

Rush

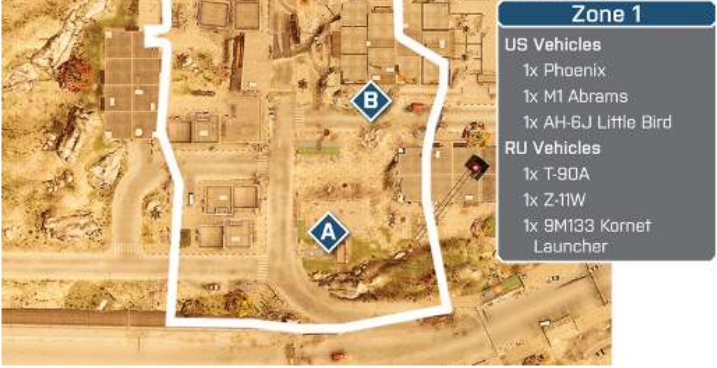




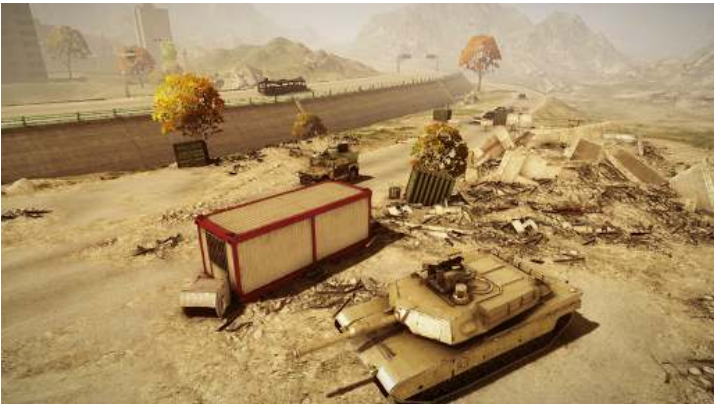
Click here for interactive maps

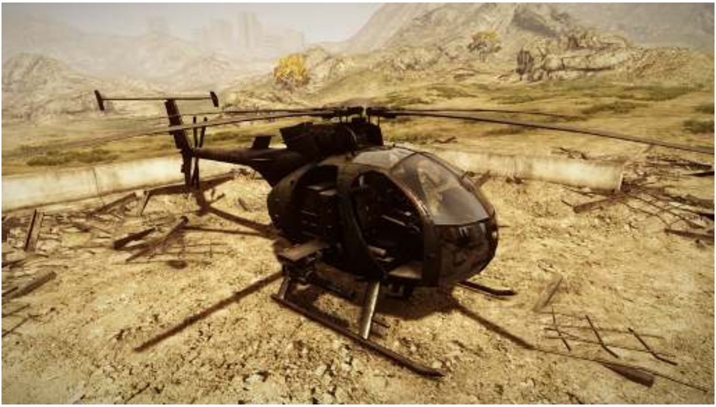
During this Rush battle, both teams have access to tanks and scout helicopters, providing an added sense of urgency and danger to each phase. The battle is spread across four zones, starting out at the Construction Site and then moving on to the Mall, Power Station, and Bank. While infantry combat dominates the fight over each objective, both sides should be prepared to counter the threats posed by the tanks and helicopters. In close matches, these vehicles often cancel each other out. But neither team can rely on their own vehicles to win each tank vs. tank or helicopter vs. helicopter duel. That's where engineers come in. In addition to repairing these critical vehicles, engineers can also dish out some serious damage through the deployment of mines and the firing of anti-tank and anti-aircraft missiles. The team that manages to field engineers in the most effective manner stands a good chance of walking away with a win. But don't forget to get keep your vehicles in the fight as well. Once destroyed, vehicles often spawn far from the action. Still, they can all be accessed directly from the spawn screen, which makes it easy to get them back in the fight.

Zone 1: Construction Site



US Deployment



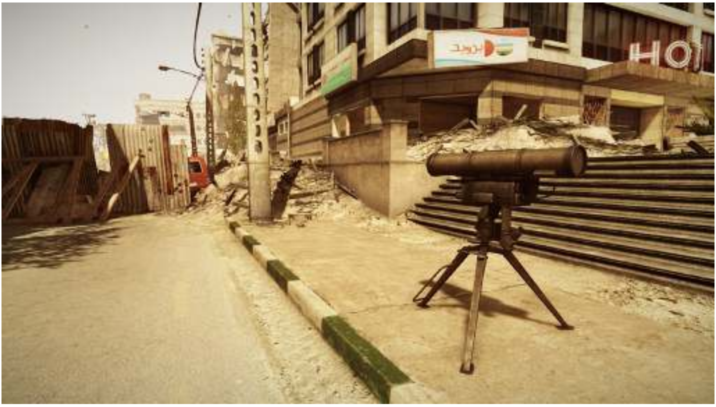


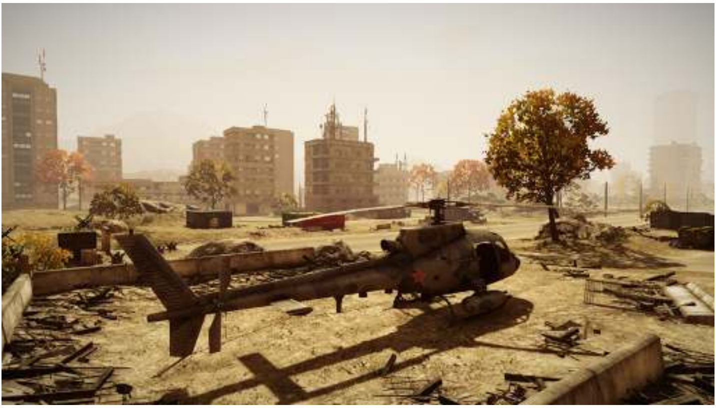
Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

At the start of this Rush battle, the US team deploys from the west side of the map. There are two initial deployment areas for the team. Infantry spawn just outside the city while the vehicles spawn in the area to the west, similar to the US Base during Conquest. If you want one of the vehicles, spawn directly into it from the spawn screen instead of hiking back to the west. Since the infantry spawn close to the city, this puts them within early-round striking distance of both objectives. So if you spawn here, sprint to the east in an effort to reach the objectives before the RU team can secure them. Alternately, use the Phoenix and Little Bird to rush troops to the front lines. However, be mindful of the RU team's T-90A and Z-11W scout helicopter—the M1 Abrams and Little Bird are best suited for dealing with these threats. But in the event that friendly vehicles aren't available, make sure your team has plenty of engineers armed with rocket launchers and Stingers to knock out the RU team's tank and helicopter.

RU Deployment





Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

The race is on at the start of this battle, and the RU team has little time to waste. Most of the RU team deploys on the east side of the hotel, putting them close to M-COM Station B. However, reaching M-COM Station A at the Construction Site before the US attackers arrive can be tough. Infantry spawning near the hotel should make a beeline for the Construction Site. Meanwhile, get the T-90A to the front lines, too, and deploy it along the street between the two objectives—try to position the tank so it can ambush the incoming traffic from the west. Instead of relying on the Z-11W scout helicopter to transport troops, use it to attack the US team's Little Bird, preferably with Heat Seekers. When the US air threat is eliminated, use this helicopter to support defensive efforts on the ground by strafing the M1 Abrams and Phoenix. If the RU team can survive the initial assault, the Z-11W is perfect for strafing the US team near their deployment area on the west side of the map. A good helicopter pilot can make all the difference in this fight.

M-COM Station A